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PlayStation

JERSEY DEVIL

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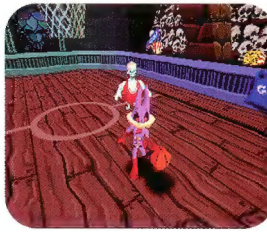
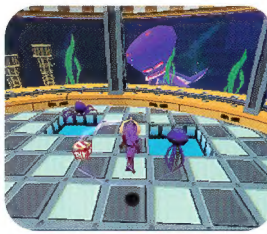


But you've got to jump, glide, punch and whip his tail through 12 levels to help him get even.



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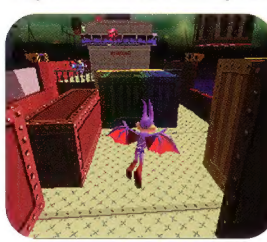
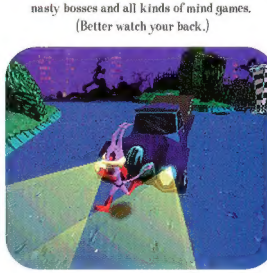


nasty bosses and all kinds of mind games. (Better watch your back.)



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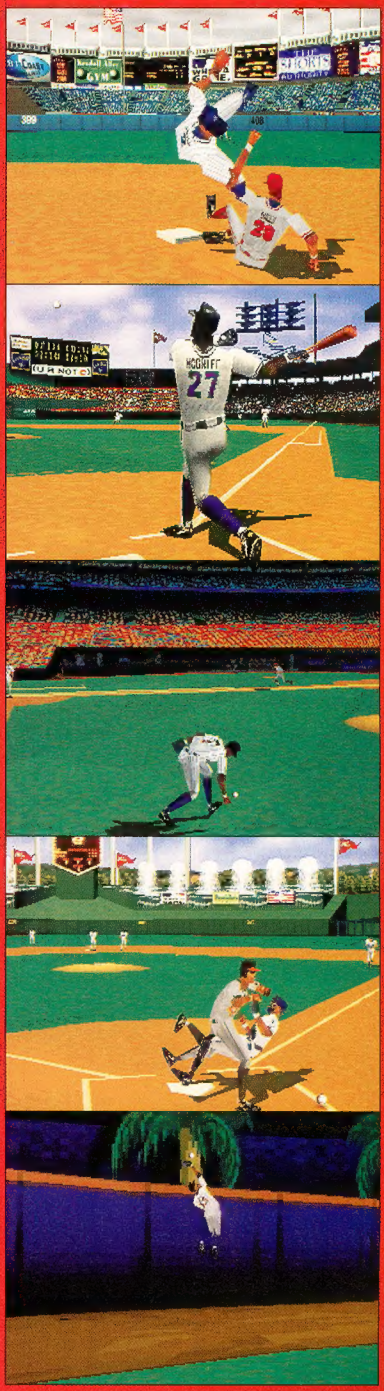

# It's Hip To Be Square

By John Davison • john_davison@zd.com

My sincerest apologies for making use of a Huey Lewis And The News song title to preface this, but for once a cliché speaks volumes. Thank your lucky stars I'm not going to rant about the "Power of Love" or other such naff-rock nonsense. At last, Squaresoft has an established base in the Unied States, something that has been a long time coming. After a long and healthy relationship with SCEA, we are now faced with a new company that has the creative talent of Square's U.S., Japanese and Hawaiian design studios coupled with the distribution might of Electronic Arts. A new "power" in gaming has been born, and ultimately it's hardcore gamers themselves that will benefit far more than anyone else. At last...we should see the very best that Squaresoft has to offer. Could this finally be an end to half of the really cool stuff being left behind in Japan? Let's hope so. We're very pleased to provide the first official information about the initial batch of Square games on page 122.

**"A new 'power' in gaming has been born, and ultimately it's hardcore gamers themselves that will benefit far more than anyone else."**

Much like the vast majority of information that we have this issue, our Square feature was mainly possible due to the impending games-industry über-show, E3 (Electronic Entertainment Expo). Set to start just before this issue hits the shelves, E3 is the gaming equivalent of the Cannes Film Festival. Every publisher, developer and manufacturer you can ever think of, plus many you probably can't, spend millions of dollars in a three day festival of mutual willy-waving designed to woo retailers and the press alike. This year's show is set to be particularly spectacular as some landmark events are destined to take place.

First, Sega will finally make some formal announcements about Katana. Who knows? By this time next month it may have even decided on a name for the new system. We'll certainly have some exciting news as we have already been informed that "some announcements" will be made—watch out for release dates, titles and a possible price.

In all, there are going to be more than 250 console games shown at E3, primarily on the PlayStation and the N64—we've spent the last month tracking down all of the confirmed announcements and our behemoth of a list acts as an introduction to this month's preview section on page 34.

The end of 1998 should prove to be a major turning point for video games. Two new systems are being announced (Katana and Color Game Boy) and a number of clear landmark products are set to go on show for the first time in the United States. While this issue acts as a huge preview for what is to come, watch out next month for a full report along with some spectacular exclusives. E3 starts on May 28, and if you can't wait to hear the news, check out our special Web site for the event, imaginatively going by the URL www.e3news.com.


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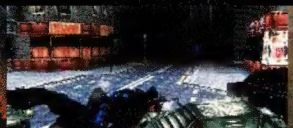

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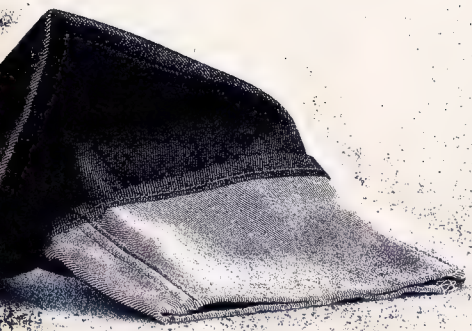

HARD JEANS

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# Lightning never strikes the same place twice. Unless, of course, you work on your aim.

*From the creators of Tomb Raider and Fighting Force.*

*Remember, practice makes perfect. Especially when it comes to assassinating evil-ass enemies and forging through 10 levels of merciless traps and pitfalls. Lucky for you, Ninjahood comes equipped with an arsenal of weapons, magic and moves capable of inflicting the most unimaginable of horrors. Because in this ancient Japanese quest, the task set before you is mere survival.*

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*Electronic Gaming Monthly*, July 1998, Issue 108

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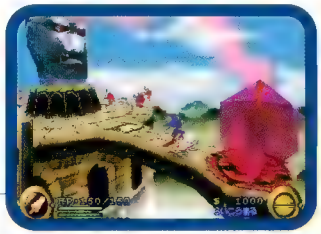
Square has maintained its place as a true hardcore gamer's company. What's next?

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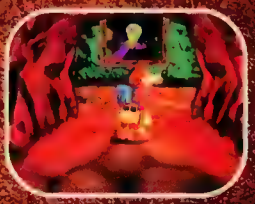
Believe it or not, Crash 3 is on its way already. Wonder what's in store? Then check out pg. 80.

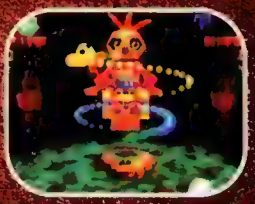
# Coming to America

Squaresoft teams up with Electronic Arts to form a new company in the United States. We take a look at the first four games on page 122: Parasite Eve, Brave Fencer Musashiden, Xenogears and Bushido Blade 2

Hey, bear tracks.

BANJO-KAZOOIE™





Yes, a bear has been through here (on the back of a small bird). Things like that happen in Banjo-Kazooie on N64.® A bear and a bird team up for an enormous adventure through nine amazing 3-D levels: They run, they climb, they fly, they talk to rodents. But they've got to work together to overcome the evil witch. Confused? You will be.

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# letters

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## Letter of the Month

### Covering All The Big Issues

Something most parents don't think about is the effect censorship has on a child. By censoring their child to certain aspects of life, the parents are only making that child want it more. I am not condoning the viewing of explicit material by minors, but there is a time when you should educate your child on the realities of life. Even if video games portray violence or sexual content in an unrealistic way, the content is based on truth, and children need to be taught how to tell the difference between the real world and their imagination. Whether parents like it or not, their child will eventually be exposed to such things in their adulthood; they can't keep their child a virgin, nor can they shield them from violence and death forever. Unless a parent can step in and educate a child on such topics properly, they will grow up ignorant about such situations.

On the topic of how women are depicted in games—most people don't realize how men are depicted in any media: buff and well-built. When's the last time anyone complained about that? Women are not the only sex objects used to sell a product.

Something people also don't realize is the companies' point of view. OK, we have this great game...good graphics...lots of fun...we'll call it Tomb Raider. Now, should the main character be an obese old woman or a sexy young lady? Not only is it good marketing (and common sense), but also realistic. If a woman does a lot of hiking and climbing like Lara Croft does, she is going to be well-composed. As far as letting children view it...it's nothing they couldn't see in real life (like at the beach).

When it comes to ads, one thing people need to remember is that although *EGM* has to approve of the ads, *EGM* also has to make a profit too! Either put up with it, or pay $80 per magazine to make up for it. If the concept of the game is based on gore, an ad like Spawn's should be expected. I think a game would give out the wrong idea to consumers if it had fuzzy bunnies jumping about instead. Advertisements like this should be considered foreshadowing of the game it's advertising. Use this to your advantage. By learning ahead of time that the content of the game is not right for you, you can avoid problems later.

So, what can be done? Well, if someone doesn't approve of the content of a game, then he/she should take action by not purchasing the game! By not buying a game that you don't approve of, you're sending a message to the company, "Don't make games like this." Complaining to *EGM* is pointless and putting the blame in the wrong place.

People need to remember that the gaming industry is becoming more widespread and covers a larger audience. Games aren't just for kids anymore. Parents need to remember that and start taking responsibility. Just like movies, games are rated and can contain adult material. If they don't want their child to see the content in Resident Evil or Mortal Kombat, then they should buy Kirby and Super Mario instead. The content is there so that customers of all types can make a choice on what they want. No one will ever force them to buy an explicit game. As far as a video game magazine, I expect to see ALL the games covered. *EGM* is not responsible for the content in video games. To be honest, the customer is (that means you). Pay attention to what you buy or what you buy for your kids. Rent it first and play the game yourself if you're not sure, especially as a parent. Don't try to ruin the enjoyment of others who can handle more adult material. There are people out there that like it!

**Erick Brown**
**Apopka, FL**

Yep. Looks like you've covered just about every major issue. Nice job.

LETTER OF THE MONTH Contest Rules: 1. No Purchase Necessary. To enter, send your letter to Interface, Letters to the Editor, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148, or e-mail us at EGM_Mail@zd.com. Make sure to include your name, address and phone number. No purchase or payment of any money is necessary to enter. Entries must be received by the 10th day of the month for the next available issue of EGM. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. Contest open to residents of United States and Canada. Void in Quebec. 2. Prizes: One Grand Prize winner will receive one of the following prizes at Sponsor's sole option: One (1) Shark Pad Pro 64 for N64; One (1) Program Pad for PlayStation; or One (1) Eclipse Pad for Saturn. Grand Prize has an approximate retail value of $25.99 U.S. Winners will be selected by the Letters Editor whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (1) Originality (50%); and (2) Topic (50%). Judging to be held on or about the 15th day of each month. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of or prize will be allowed, except at the sole discretion of the Sponsor. Taxes are the responsibility of winner. The odds of winning depend upon the number of eligible entries received. Void where prohibited or restricted by law. All federal, state and local regulations apply. FOR AN OFFICIAL COPY OF THE RULES, SEND A SELF-ADDRESSED STAMPED ENVELOPE TO: LETTER OF THE MONTH CONTEST RULES, 1920 HIGHLAND AVE., SUITE 222, LOMBARD, IL 60148.

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### Here We Go Again...

I can't believe you gave 1080° Snowboarding a lower rating than Tekken 3. *EGM* is biased. Ziff-Davis owns the rights to the *Official U.S. PlayStation Magazine*. Since Ziff-Davis doesn't want to lose that license, *EGM* has to review PlayStation games great and Nintendo 64 games poorly.

I dare you to put this into your magazine.

Mike Martino
fmartino@csrlink.net

How could you give Tekken 3 10s? Tekken 3 is such a horrible game; it is too easy, too repetitious, and has pixelated graphics. On the other hand, it has been months since you gave an N64 game a decent rating. Just because the N64 is from Nintendo doesn't mean you have to be so biased against it and its games. I know you will never print this letter because it complains about your so-called "unbiased" review system, but deep down I know that you can be more fair to N64 games.

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# egm letters

place). In fact, several major players in the industry have pulled advertising in retaliation for our low review scores. Even though this has cost us beaucoup bucks, we stand by our basic review philosophy: No game gets any kind of special treatment. Ziff-Davis (and Steve Harris before them) believes if we serve our readers, and not the companies, then advertising will come naturally (because circulation and readership will grow over time from our integrity).
3.) Did your selective eyesights miss out on the silver award 1080° received (and the 9.5 that Shawn gave it)? What about the three 8.0s World Cup 98 got? Those sure sound like "decent" ratings to us.
4.) If we're so anti-Nintendo 64 and pro-PlayStation, then why did nine PS games reviewed last month score *lower* than the two N64 games? Open up your eyes! In your blind crusade, you forgot to see the other scores, which would prove your statements not only false, but idiotic.
5.) If you still think we're biased, then

Yoshi: "You think *Electronic Gaming Monthly* is a biased magazine? You must now die!"

**the solution is simple: Stop reading *EGM*. Why should we try to change your minds?**

## On The Flip Side...

I'm glad you gave 10s to Tekken 3 and Panzer Dragoon Saga. They deserved them.

Paul Herrmann
pjh@home.com

I'd like to say you guys gave Tekken 3 the rating it deserves...a perfect 10! It's the first time I saw a perfect score in your mag, and I was not even surprised. Why? Because that's the same rating I would give it, and the gameplay (the most important factor) is perfect. You guys (who gave a 10 to Tekken 3) reviewed it right! Thanks!!!

Carlo Carrasco
carrasco@mozcom.com

## How Doom 2600 Came To Be

Due to the e-mail responses I got (and am still getting) on my Doom 2600 hoax featured in issue #102 of *EGM*, I decided to make a Web page on how it came to be. Check it out at:
www.geocities.com/TimesSquare/Arcade/8691/2600DOOM.HTM

James Catalano
alicat@earthlink.net

**Thanks. You can also check out our behind-the-scenes story at: http://headline.gamespot.com/news/98_04/16_doom/index.html.**

## Gamers Against EGM

In your April issue, you printed a "bogus" code that was said to be able to let a player be any of the Bonds in GoldenEye 007. After attempting this for weeks and finally accomplishing the requirements for this code to work, I determined the code doesn't work. My friends and I grew very angry at your usually great magazine.

Our anger toward *EGM* grew and grew until we eventually formed: Gamers Against *Electronic Gaming Monthly*, or "GAEGM."

To sum this story up, our demands are simple to avoid a boycott of *EGM*. The demands are:
1. A public apology to all members of GAEGM.
2. Ummm, that's it.

Thank you.

Storm Front Jimmy
2nd-in-command, GAEGM
sgctoc@revealed.net

I found some really cool cheats for Rampage, like all the secret cities and playing as VERN full-time as well as playing as a T-Rex. But since you guys are such bastards and published that fake all-Bonds code, the cheats are going to *GamePro* instead. By the way, my pissed-off followers and I have started a rebellion.

Remember Doom for the Atari 2600? Here's the ad James Catalano conjured up for it.

We call ourselves GAEGM (Gamers Against *Electronic Gaming Monthly*). We have a simple set of demands. All we ask is that you publish an apology to GAEGM. Once this demand is met, the attacks from our ever-growing number of followers will cease.

Thank You.

Cyber Samurai
leader, GAEGM
CyberSamurai@worldnet.att.net

**Trust us. You don't want to start a war with *EGM*. One word from us, and hundreds of loyal *EGM* readers will jump down your throats via e-mail. And guess what? We've just conveniently printed your e-mail addresses for everyone to see (long-time readers may remember Taylor Acosta and Brando Deshazo, two anti-*EGM*ers who got more than their share of anti-them mail from *EGM* fans).**

**So here's the compromise: You disband GAEGM right now, and we won't ask all our readers to stuff your e-mail servers full of flames. Deal? :-)**

# Question of the Moment

**What games do you want to see for Katana's launch?**

Phantasy Star V (wishful thinking, I know), Sonic (full free roaming 3D, like Mario 64), Panzer Dragoon (off the rails like Warhawk), Shinobi (third-person, like Tomb Raider), NiGHTS (more levels, more enemies), VectorMan (2D or 3D).
**CENOBITE@webtv.net**

I would love to see The Lost World (the arcade shooter).
**bruyere@gateway.net**

A Sonic game, Sega Rally 2, Fighters Megamix 2, an NFL, NBA, NHL, baseball or soccer game and Grandia 2!
**BUBBA85543@aol.com**

I think Sega should release a Sonic RPG for Katana. Also, they should release the kick-ass Saturn games we'll never see here, like Phantasy Star Collection, Lunar 2, Grandia, Shining Force (all parts), etc...you get the idea.
**XVPoeXV@aol.com**

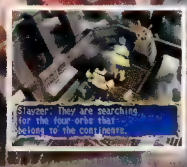
Dragon Force 2.
**ebarnett@tgtel.com**

ANYTHING! Sega just needs to make sure they stand behind Katana, so it has a longer shelf life than all their other mishaps.
**design@perperdesign.com**

**Next Month's Question of the Moment:** What big news do you hope will be announced at E3?
Send your short, but sweet, responses to: EGM_Mail@zd.com with the subject heading: **E3**

# THE RPG THAT DEBUTED AT #1 IN JAPAN

The first classic role playing adventure featuring a real-time fighting engine and exquisite animation sequences!




# THE GRANSTREAM SAGA™

WWW.THQ.COM

"...spectacular imagery and gameplay."
– Tips and Tricks

TEEN T CONTENT RATED BY ESRB

THQ

PlayStation

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# egm letters

## Ethan Hawke in...Mission: Impossible???

In your preview for Mission: Impossible for the N64, you state "...Infogrames suggests the game will have Ethan Hawke making his way through five missions." I'm going to go out on a limb and hope you meant Ethan Hunt as our IMF agent and not Hawke. Because if he's playing the title role, my *Great Expectations* for this game have soured, and it's true, *Reality Bites*.

Jeff LoPresto
Xander_12@hotmail.com

**Groan. Now this is something we *should* apologize for: not editing out that last sentence of Jeff's letter. As for this Ethan Hawke/Hunt thing, that was a mistake on our part. No one could ever replace Tom Cruise (as Ethan Hunt) as the number-one field agent of Mission: Impossible. That little man could probably fit into all sorts of tight and secret places no one else could.**

## Sticking Your Thumb Where It Belongs

I noticed in your June issue an ad for Capcom's X-Men vs. Street Fighter. In that ad, it says at the bottom, "Before you lay claim to having the best fighting games, you'd better have the best fighters. We do." If they have the best fighters, then why in the world does Chun-Li not know how to hold a fist properly?! If she punched someone holding her fist like that, she would break her thumb!

J. L. Zeller
cmzeller@mindspring.com

**Chun-Li's not a fist fighter. She's the kicking type. And you have too much time on your hands.**

## Homer On TM3

Over the last god knows how many months, I have sent numerous letters to *EGM*, kindly and politely requesting info on games such as Twisted Metal 3. However, time and time again, all I see printed in your letter sections are letters from a bunch of idiots (no offense to those people who write them) complaining about this or that and just writing about their psychotic problems. This has been slowly pissing me off to the point where I just don't give a damn anymore. You don't know what it's like. I'm the one out there putting his ass on the line, and I'm not out of order, you're out of order. The whole freaking system is out of order. You want the truth? You want the truth? You can't handle the truth! Because when you reach over and put your hand into a pile of goo that was your best friend's face you'll know what to do. Forget it...it's Chinatown.

P.S. What's the deal with Twisted Metal 3?

Hailos@aol.com

**All we know at this point is Twisted Metal 3 is due out in November. It will be developed by Sony and not Single Trac.**

## Telling It Like It Is

What kind of society do we live in where an animated woman is the focus of all young male fantasies? What kind of society do we live in where we can press a button and experience a surreal universe beyond our imagination? What kind of society do we live in that lets us pull out a plastic gun and shoot innocent members of society on our TV? What kind of society do we live in that lets us kill, hurt and love people and animals that aren't even real?

What kind of society do we live in? I'll tell you, a damn good one.

Brebt Timm
pilotb@msn.com

**Amen.**

## It's Too Easy

I've asked before, so I'll ask again. Why has your magazine shrunk? I don't mean depth, I mean height. I can't use them to hide *Playboys* in anymore.

Mark Buckingham
markbuc@bgnet.bgsu.edu

**"Shrunk?"..."*Playboys*?"...Nah. We'll resist the temptation on this one.**

## Bloody Right!

I would like to say fare thee well to Ed Semrad. I've enjoyed his editorials ever since the days of the Street Fighter II craze.

Now, I would like to welcome John Davison to the United States...although the first time he calls a French fry a "chip," I'll mail him some Spam wrapped in aluminum (pronounced a-lu-mi-num, not al-u-min-ium).

Ray Thomas
Vernon, TX

**Don't worry, we're making sure "Johnny England" gets Americanized, ASAP. In fact, we've already had the aluminum vs. aluminium discussion (he insists the English way is better), and just the other day, we told him it's not "arsehole," it's...well, you get the idea...**

# Letter Art

**Where creativity, your favorite video game and a stamp can make you immortal!***

## WINNER

**Naser Jan**
Ottawa, Ontario, Canada

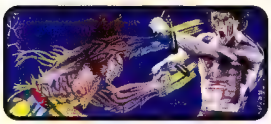
**Congratulations, your prize is on the way—an ASCII Specialized Control Pad for the PlayStation. It features rapid-fire controls for all buttons and slow motion for those intense moments.**

## Close, but no controller

**Philip Shafer**
Fairview, TN

**Jennifer Graf**
Tacoma, WA

**Riquelmis Espanol**—Bronx, NY



**William Bryant**—Sherman, TX

### The ASCII Control Pad

Put your creative skills to the test by decking out a #10 envelope (the long business type) with your own unique touch. Send your letter art to:

EGM Letter Art
1920 Highland Ave., Suite 222
Lombard, IL 60148

*Or at least get your name in the magazine and win yourself a great prize (FIRST PLACE ONLY!).

NINTENDO 64

Only For

# Make your Momma Proud, Play Chess.

1996 & 1997 world microcomputer chess champion

# VIRTUAL CHESS 64

You've never seen Chess like this before. With over 60 unique real-time animations these chess pieces do more than just move across the board. They fight. They jump. They even do somersaults. Combine all of this lunacy with one of the best chess engines ever created — it has won the 1996 and 1997 World Professional Microcomputer Chess Championship — and you've got THE chess game to own. Want to learn how to play? Let Titus the Fox take you on a trip from basic to advanced game strategy.

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TITUS

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# ACCEPT NO

Although the response to the Duke Nukem casting call was overwhelming, in the end **there can only be one King.** The King of Carnage, Duke Nukem! He's back, out of hiding and ready to rock.

Make 'em history with **Duke Nukem Time-To-Kill,** the revolutionary 3rd-person shooter exclusively on PlayStation® game console and rage through the ages fraggin' every alien that ever was. Coming this fall.

Or raise the stakes with the highly anticipated **Duke Nukem Forever,** and put out the lights in Las Vegas with the PC blockbuster for the next century! Or better yet, go for a total Nukem meltdown and get them both! See who got to wear the King's crown for day. Behold the winners of the casting call at **www.gtgames.com.**

**All hail the true King, baby!**

RATING PENDING RP

Developed by 3D Realms www.3drealms.com

n-Space

GT Interactive Software www.gtinteractive.com

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# SUBSTITUTE!

7'0"

6'0"

5'0"

4'0"

3'0"

DUKE NUKEM TIME TO KILL™

DUKE NUKEM FOREVER™

PlayStation

PC CD ROM

Reverse engineered from UFOs.

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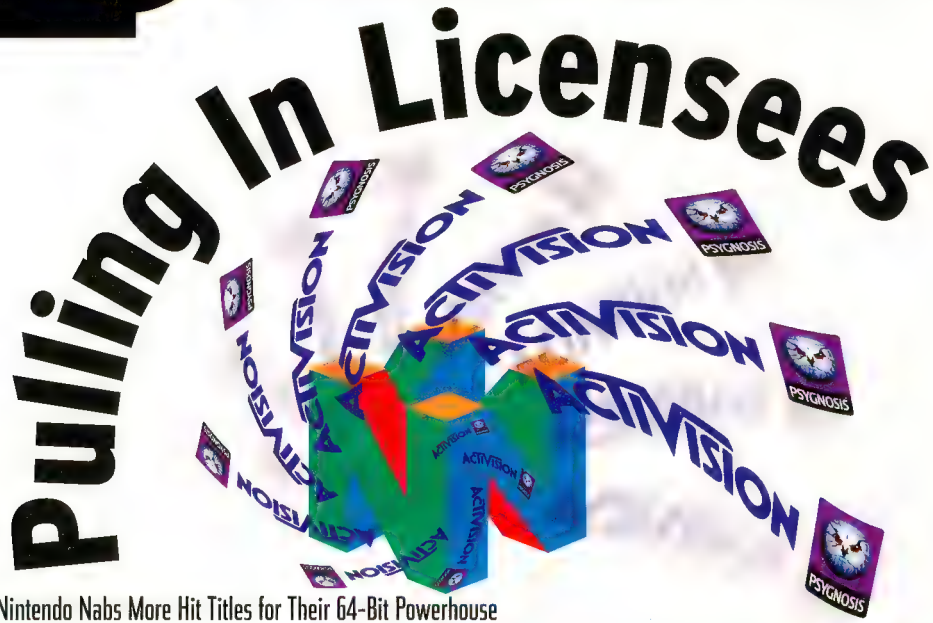
Drivers wanted.

By Chris Johnston chris_johnston@zd.com

# Press Start

The hottest gaming news on the planet, brought to you by videogames.com

## Pulling In Licensees




### Nintendo Nabs More Hit Titles for Their 64-Bit Powerhouse

While the Nintendo 64 flounders in Japan, the system continues to gain momentum in the United States. Proving that the system has legs, two publishers with roots deep in PlayStationLand announced support for Nintendo's 64-Bit cartridge monolith.

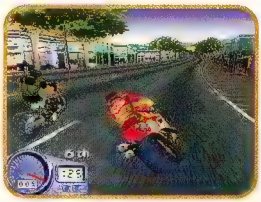
Activision announced that its first two titles for the Nintendo 64 will be Quake II and Nightmare Creatures. The company has enlisted the help of the same developers who handled Midway's ports of Quake and Doom on the N64 to bring Quake II over. Activision distributed the PC version of Quake II for id Software. Nightmare Creatures is being converted by Kalisto Entertainment, the original creators of the game on the PC and the PlayStation.

Perhaps the most interesting developer that jumped on the N64 bandwagon this month is Psygnosis. Sony bought Psygnosis in 1993, but has let them stay independent and develop for multiple platforms. The first game the company will bring to the Nintendo 64 is a version of its popular futuristic racing title Wipeout. The N64 version of this title promises to be enhanced from its previous incarnations on other systems, with a Four-player Simultaneous Mode. The company says this game "will take the breath-taking gaming experience of the landmark WipeOut series to new heights."

Additional titles from Psygnosis have yet to be announced, but it's confirmed that it is working on multiple titles, and with its large library of games, it can't be long before we see titles like Colony Wars and Destruction Derby showing up on the N64.

Rounding out an incredibly busy month for Nintendo 64 development announcements, Don Traeger Productions has partnered with T*HQ to bring two of Electronic Arts' titles to the N64—Road Rash 3D and Nuclear Strike. DT Productions said the games will have visual enhancements and special effects exclusive to the N64 versions of the games. Both will be released in 1999 by T*HQ.

These three announcements definitely do a lot to shore up any doubt about support for the N64. Every month or so there seem to be fewer and fewer major players that don't have something in the works for the system. That list will surely get even shorter as E3 approaches, where more announcements are likely to be made. Stay tuned to videogames.com and e3news.com for the latest news direct from the show as it happens!



**WipeOut, Quake II and Road Rash 3D are the newest additions to the Nintendo 64 software library (PlayStation/PC screens above).**

# Sushi-X Files

e-mail: shawn_smith@zd.com

## Something Special For Loyal Subscribers Only!

## Videogames.com Poll

On our Web site (www.videogames.com) we run daily polls. But we're still throwing around ideas on where to feature them. Why not here? This is an exclusive look at some recent results. Maybe you voted for one of these...

If you were in charge of Sega right now you would...

| | |
|---|---|
| ...offer a discount on the Katana for Saturn owners | 0 |
| ...commit hari-kari | 110 |
| ...resign in shame | 103 |

What do you think was the greatest weakness of the Saturn?

| | |
|---|---|
| The hardware itself | 92 |
| Lack of third-party support | 248 |
| Lack of support from Sega | 132 |

Who's your favorite video game developer?

| | | | |
|---|---|---|---|
| Namco | 304 | Capcom | 477 |
| Other | 334 | Nintendo | 912 |
| Sega | 209 | Square | 1407 |

What was your first home video game system?

| | |
|---|---|
| Other | 274 |
| Genesis | 113 |
| NES | 910 |
| Intellivision | 156 |
| SNES | 146 |
| Atari 2600 | 954 |

Have you ever played a game in Link Mode?

| | |
|---|---|
| Yes | 302 |
| No | 1274 |

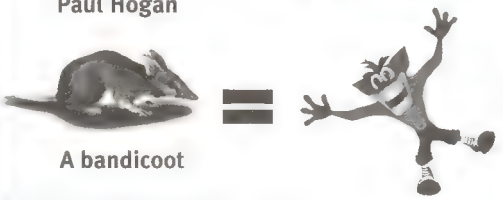
*The numbers to the right of each response represent the number of people who voted for that particular response online.

## News Flash

Ever wonder what happened to that Street Fighter V contest that we ran a few months back? Well, don't worry. We now have all of the entries and are about to select a winner. When one is chosen, the prize will be sent out—the complete Street Fighter V collection. In the meantime, keep an eye in upcoming editions of the Sushi-X Files for more contests.

## It Just Doesn't Add Up...

Paul Hogan + Sonic the Hedgehog x



A bandicoot = Crash Bandicoot

Have a funny or clever equation? Well then by all means send it to the address on the back.

## Sushi-X Files Explained

Many of you have sent in letters wondering why this insert is called the Sushi-X Files, yet Shawn Smith has his e-mail up at the top. We wanted to clear this up right now: First, Shawn Smith is NOT Sushi-X. Second, since Sushi-X is so busy (traveling to and from Japan, reviewing games, etc.) Shawn is helping him with the section. Although Shawn does have some of the same responsibilities as Sushi, he doesn't have to take long trips to Japan (which eats up a lot of time). So there's the short of it. Sushi's a busy man and Shawn is just giving him a helping hand. Keep those questions coming.

# WEIRD WIDE WEB

The Web is a very strange place. You can find info on darn near anything—stuff that really has no good use in the real world. So here are some sites for you...the good, the bad and the sad*:

- www.whimsyload.com
- www.burningman.com
- nebula.on.ca/creepsville/links.html
- billybobteeth.com
- www.mad-cow.org
- www.theonion.com
- www.phreak.co.uk
- www.refreshing.com
- www.pimpz.org
- www.ducksbreath.com
- www.suck.com
- www.xmission.com/~grue/whale
- www.mcs.net/~pookie/madlibs.html
- www.redmeat.com
- www.lordofthedance.com
- www.winnie.acsu.buffalo.edu/potatoe
- www.driveways.com

*We cannot be held responsible for the material presented on these sites. At presstime, all of the sites listed were accessible.

## EGM's Gamer of the Year*

A young, startled Crispin Boyer looks away from the camera.

*This is a subscriber-exclusive *EGM* editor trading card. Cherish it.

# Some Call Him Eddy Cheapo

Is this man cheap?

Do you think Eddy Gordo from Tekken 3 makes the game cheap? Are his moves too easy to pull off? With some quick button-mashing Eddy does some crazy break-dancing moves and takes off a quarter of your life. Yeah, it seems a little suspicious. Well, we thought we'd do a little test with Mr. Gordo to see if he's as cheap as some people say. We sat some non-gamers down, had them play 10 rounds against a Tekken player and jotted down just how many times they won. We also tested one of those robotic arms from Radio Shack. Note: These people basically just mashed on the buttons and blocked when they could...

**Gamer X using Eddy Gordo...**
**Won: 2**
**Lost: 8**

**Gamer Y using Eddy Gordo...**
**Won: 2**
**Lost: 8**

**Gamer Z using Eddy Gordo...**
**Won: 1**
**Lost: 9**

**Robotic Arm using Eddy Gordo...**
**Won: 1**
**Lost: 8**
**Undecided: 1**

**Decision: He's slightly cheap but solid gameplay and skill still rule**

## Other Tekken Characters

We tried the Eddy Gordo formula with a couple of other Tekken 3 characters: Law and Paul. We heard on the Internet they made the game cheap too because of their easy-to-do moves. Out of 10 plays, here's how things turned out:

Out of 10 rounds with a non-gamer...

Won: 1
Lost: 9
Decision: No effect

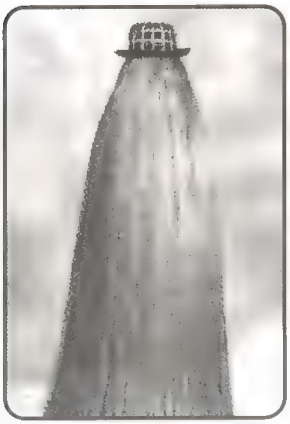
Out of 10 rounds with a non-gamer...

Won: 2
Lost: 8
Decision: Some effect

## COMMENTS?

Send them to the following address:
**The Sushi-X Files**
**1920 Highland Ave. Ste. 222**
**Lombard, IL 60148**

# what if...



Paul Phoenix from Tekken got up one morning and decided not to do his hair, threw on a goofy little hat and went about his normal, everyday routine? Then we'd know the truth—he's really Cousin Itt from the Addam's Family and not the King of the Iron Fist Tournament! Maybe this is an alternate outfit that can be found...hmmm.

*** Please check out: www.addamsfamily.com for a load of in-depth Addam's Family news, info, pics and who knows what else.**

# HOT & NOT @ EGM

Get ready! The list is here again with a fresh coat of paint on its juicy hide. As you know, the first column is HOT and the second is NOT.

- The fact that Katana is launching with 12 games
- Tomb Raider 3
- Our cover this month
- Square releasing four new games this year
- FFVIII confirmed
- Snowmobiling
- Jennifer Aniston clearly not wearing a bra in much of *The Object of My Affection*
- Pudding
- The new VW Beetle
- Gran Turismo
- Beast Wars toys
- The prospect of all those new games at E³
- WCW action figures that vio lently vibrate...mmmmm.
- Hate mail regarding the All-Bonds cheat
- John's one-day-old car dumping a gallon of gas all over the ground
- The fact that the valet guy then charged him $12 for the pleasure
- WOW! potato chips claiming to cause "loose stools"
- American-made Contra games
- Pudding with lumps
- Bits of new VW Beetle falling off in the middle of South Central L.A....stupid curbs.
- John D. losing $10 to Kraig at NFL Blitz (it's not soccer John)
- WCW action figures that vio lently vibrate...ewwwww.

# Sega's Online Edge

## The Latest on What's Happening with Sega's New System

Sega has yet to officially announce anything about their next system, but there's still plenty of information about it seeping through. It's expected that Sega Enterprises will officially announce the machine in late May.

*EGM*'s online counterpart videogames.com recently interviewed Sega President Bernie Stolar. When asked what Katana will be shown at E3, Stolar replied, "Nothing. We'll be talking to developers but not showing Katana anywhere." That disappointed many, who expected the company to reveal more about the system at the show. It's still expected that the first glimpses of Sega's new machine will be displayed in late May at Warp's premiere of D2.

In the interview with videogames.com, Stolar said that Sega is currently in the process of re-educating retailers in preparation to launch the new system. "The sales people on the floor have gotten used to saying, 'You've got to buy Sony.' You have to have Sony. And when Christmas came around it was, 'Oh, you've got to buy Nintendo.' It was like Sega was off the charts. We've got to go back and re-educate those sales people." Easier said than done, and something that likely could be accomplished by a strong launch with strong game titles.

"When we launched Saturn, we launched at about 3,500 retailers. We are going to launch Katana in more than 15,000 retail locations date and day of the launch. We will have full retail support," Stolar says that Sega is gearing the system to the "traditional buyer," between the ages of 10 and 18—the group Nintendo has successfully targeted with the N64—and not the average PlayStation owner, who is older. He confirmed that Sega is planning on releasing the system in the United States in the fall of next year.

"We will not deliver anything but quality, triple-A titles, or we will not ship them. And that's what will be captivating to the consumer. We will deliver the promise we should have delivered with Saturn."

A recent Sega Partners Club mailing in Japan (similar to PlayStation Underground in the United States) featured the Warp's May 2 World Premiere showing of D2. This confirms that D2 will be for a Sega system, most likely Katana.

Resident Evil on Katana? Well, Sega Enterprises President Soichiro Irimajiri said at a Capcom event that "By all means we want our next" machine to have Resident Evil." While that doesn't mean that a Resident Evil title is in the works for Katana, it certainly indicates that Sega is lobbying for it.

# Tidbits...

### Tickle Me PlayStation

Just when you thought violent, evil and destructive video games might turn each and every gamer into roving ax murderers with no jobs and no social lives, along come a couple of edutainment titles that'll make you believe in the good of mankind all over again.

NewKidCo and Alpha Software Corp. recently announced a joint venture that will spawn at least two titles for the PlayStation (and maybe some on other systems too) based on *Sesame Street* characters: Elmo's Magical Number Tour and Elmo's Magical Letter Tour. Both are scheduled for release in October. Players will guide Elmo through "fantastical 3D worlds" hosted by other *Sesame Street* faves, all in polygonal form. The actors from the show will provide the voices for the characters.

### MDK Team Forms Planet Moon

The team that developed MDK for Shiny has formed its own company, Planet Moon Studios. It is currently working on Giant, to be published by Tantrum/Interplay.

### Apocalypse Handed to Neversoft

Neversoft Entertainment (known for the PlayStation port of Shiny's MDK) has taken over development of Apocalypse from Activision. With a few changes, it'll be released this winter.

# Wearin' 1080° threads

## Clothe Yourself in N64 1080° Snowboarding Gear

Wearing the logos of your favorite game company or system used to be limited to magazine editors or getting that limited promo T-shirt through prepurchasing games through stores. That's going to change now that Nintendo of America has teamed with Tommy Hilfiger to design and sell special 1080° Snowboarding jackets, sweatshirts and T-shirts. This is the first time a video game company has teamed up with a popular clothing designer to design and sell clothes based on a video game.

The Hilfiger logo was prominently displayed in the game, which has turned into a hit for Nintendo. In August, just in time for the upcoming school year, there will be Nintendo 64 interactive kiosks set up in 1,000 Tommy stores in the top 100 U.S. markets, featuring 1080° and other N64 games.

"Partnering with a company such as Nintendo is the perfect opportunity to support our respective business," says Joel Horowitz, CEO of Tommy Hilfiger USA, Inc. "We knew this was a great opportunity for both of us. Kids love Tommy Hilfiger clothes and they love Nintendo video games."

**www.nintendo.com**

# Editors' Top 10 E3 Most Wanted

1. Katana
2. Playable Zelda 64
3. Metal Gear Solid
4. 64DD
5. Rare's new game using the GoldenEye engine
6. Parties with booze
7. A booth babe of my very own
8. Tomb Raider III
9. Color Game Boy
10. Twisted Metal III

# Playing Prime-Time Leapfrog

Frogger took center stage in the April 24 episode of *Seinfeld*. To preserve his high score (860,630), George buys the game and tries to move it without cutting the power—and fails

# International News
インターナショナル ニュース

## Tamagotchi Vs. Game Boy

### Bandai Gets Ready to Launch its Own Portable Game System

The company that conceived the Tamagotchi is working on a portable game system of their own to compete with Nintendo's Game Boy. The unit is scheduled to be released this fall, and will be small enough to fit into a shirt pocket. What separates it from the Game Boy is that it's oblong square-shaped, and can play games held both vertically and horizontally—great for puzzle games.

Reportedly the unit will sport a 2.5-inch black-and-white LCD screen with more than double the display resolution of the Game Boy. It will use AA batteries as well as rechargeable batteries, able to last more than 10 hours without a battery change. The unit will cost about 1,000 yen less ($10 or so) than the current Game Boy models.

Bandai plans to have 20 or so games ready when the machine launches, among them a Tamagotchi and Ultraman title. Bandai has been negotiating with other companies to create games for the new machine. Games will be priced in the range of current Game Boy titles (3,000-4,000 yen—about $22 to $30). The unit is aimed at casual gamers and is expected to sell 3 to 4 million units by March 1999.

A Bandai spokesperson confirmed that while the company is developing a portable game system, it is not known when it will launch. "We have already talked about game development with third parties. The price [of the unit] will be less than 5,000 yen [about $37]. We want to release it as late as the end of this year."

This is not the first time that the Game Boy has been challenged. Many companies have tried with limited success to challenge the Game Boy. With Color Game Boy mere months away, Bandai will have to work twice as hard to get its new black-and-white portable established in the market.

Bandai has no plans at this time to release it in the United States.

**www.bandai.co.jp**

## Tidbits...

### Dr. Mario Makes House Call

Nintendo Co. Ltd is releasing the Super Famicom version of Dr. Mario (released in the United States for the Super NES on a cartridge with Tetris) via the Nintendo Power delivery system. Available at Lawson's convenience stores in Japan, the Nintendo Power system allows you to "download" games to a memory cartridge for a fee of about $30.

### Ogre Battle Goes N64

This is it! The first screenshot of Quest's N64 title in the Ogre Battle series. Granted, the screen was taken with the Game Boy Pocket Camera, but it's the first glimpse of the game in any form. Quest says more information on the game will be released in late May—E3 time!

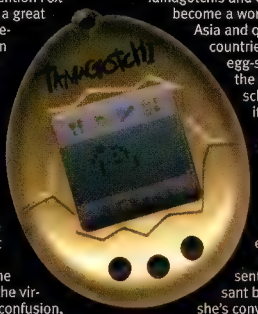
### Nintendo Picks Up, Moves

Nintendo Co. Ltd is moving...to a new building in their hometown of Kyoto in western Japan. The new seven-story home will offer 27,000-square-meters of space, 10,000-square-meters larger than their current home. The move will be complet-

## Don't Blame Me

### One Woman's Love for Her Virtual Pet Spins Out of Control

Tamagotchis and virtual pets have a way of taking over the attention of those who start them up. Some are obsessed. This case is a perfect example of when virtual pets turn deadly (attention Fox executives, this could make a great topic for a new reality TV special). A 27-year-old woman in Marseille, France, killed one cyclist and injured another when she apparently took her eyes off the road in an attempt to save her Tamagotchi in early April.




The driver had her Tamagotchi attached to a key ring when it began to emit sounds that it needed some care (for those who've heard it, you know you can't just ignore it). The woman asked a friend who was in the car with her to take care of the virtual pet's needs, and in the confusion, she failed to see a group of cyclists and rammed into the back of them, killing one instantly and sending another to the hospital.

A magistrate is investigating the accident to see whether charges will be brought against the driver.

Tamagotchis and other virtual pets have become a worldwide fad that started in Asia and quickly spread. Some countries have banned the tiny egg-shaped pets because of the distraction they cause in schools. After this incident, it may be necessary to put a label on the back of virtual pets warning drivers not to care for their pets while driving. Incidents like this may make the planet's newest species quickly extinct.

Wonder if she will be sentenced to hear the incessant beeping of virtual pets if she's convicted. Better yet, she'll have plenty of time to raise as many virtual pets as she wants without fear of running anyone over.

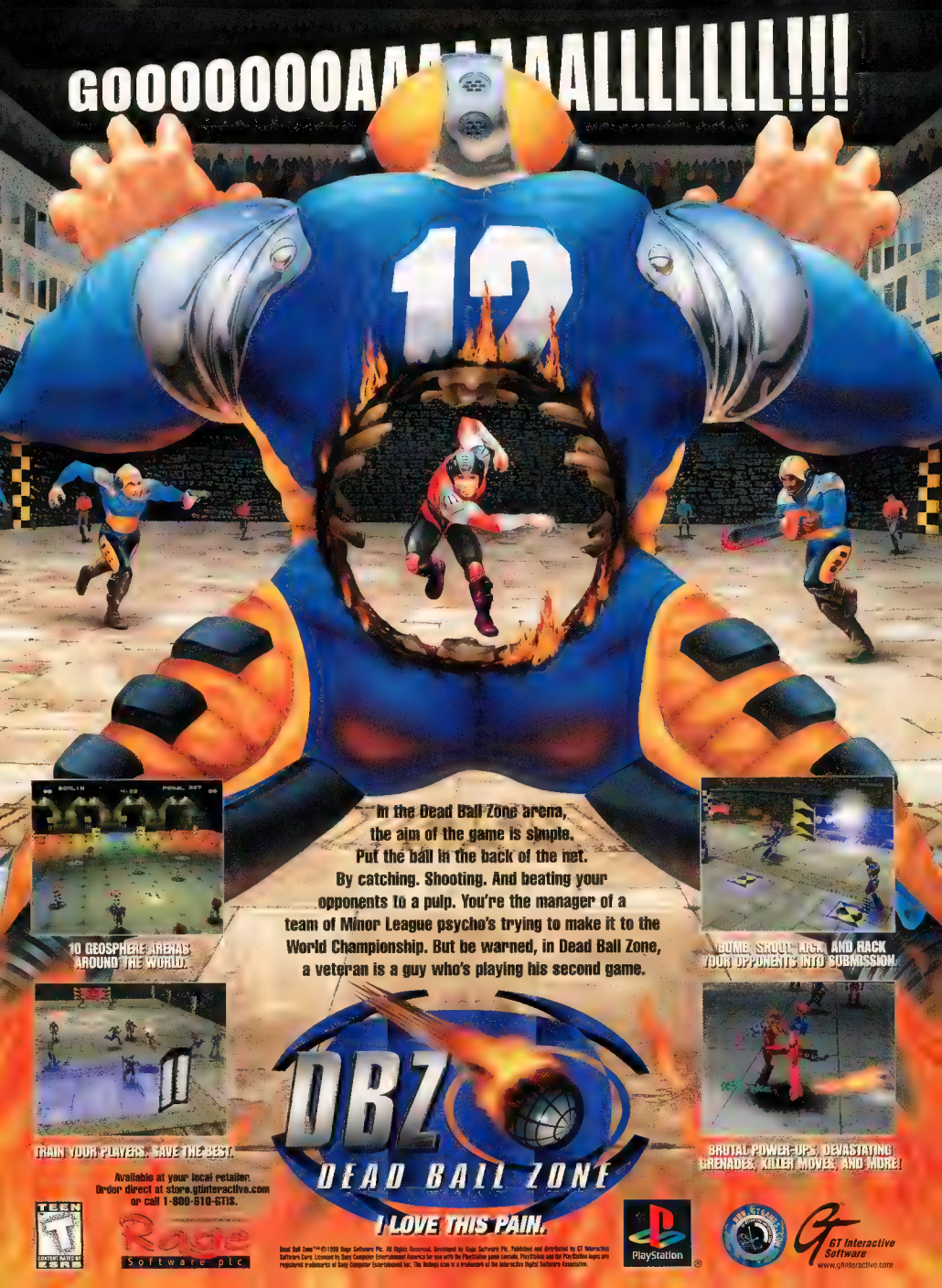
**www.videogames.com**

## Top 10 in Japan

The 10 Best-Selling Games As of April 12

1. Madou Senshi Gundam: Giren No Yabau (Bandai)—SS
2. Tekken 3 (Namco)—PS
3. Parasite Eve (Square)—PS
4. Sakura Taisen 2 (Sega)—SS
5. Gran Turismo (Sony)—PS
6. G Darius (Taito)—PS
7. Pro Wrestling Toukon Retsuden 3 (Tomy)—PS
8. Bio Hazard 2 (Capcom)—PS
9. Train De GO! (Taito)—PS
10. Rebus (Atlus)—PS

# GOOOOOOOAAAAAALLLLLLL!!!





10 GEOSPHERE ARENAS AROUND THE WORLD.

In the Dead Ball Zone arena, the aim of the game is simple. Put the ball in the back of the net. By catching. Shooting. And beating your opponents to a pulp. You're the manager of a team of Minor League psycho's trying to make it to the World Championship. But be warned, in Dead Ball Zone, a veteran is a guy who's playing his second game.



BOMB, SHOOT, KICK, AND RACK YOUR OPPONENTS INTO SUBMISSION.



TRAIN YOUR PLAYERS. SAVE THE BEST.



BRUTAL POWER-UPS, DEVASTATING GRENADES, KILLER MOVES, AND MORE!

DBZ

DEAD BALL ZONE

I LOVE THIS PAIN.

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Order direct at store.gtinteractive.com
or call 1-800-610-GTIS.

TEEN T CONTENT RATED BY ESRB

Rage Software plc

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PlayStation

GT Interactive Software

www.gtinteractive.com

# Game.com Gets Slim

## Tiger Introduces a New, Smaller, Sleeker Game.com

The next incarnation of game.com hardware is here. Tiger plans to release the game.com.pocketpro in the United States this September. This smaller version of the game.com sports a backlight and a compact design, with a slightly smaller screen than the original. It still has all of the same features as the standard game.com (organizer features, Solitaire, high-score saves and phone book included), minus the second cartridge slot, for a suggested retail price of $49.95.

Tiger plans to release a handful of new games this year to support the game.com, including familiar game names from home systems. They include Resident Evil 2, Holyfield Boxing (which will feature a rumble pak, to give the player force feedback), Monopoly, Small Soldiers, Madden Football 99, Sonic Jam, Castlevania Symphony of the Night, Fighters Megamix, Wheel of Fortune 2, Jeopardy!, Tiger Casino, Giga Deluxe, NBA Live 99 and Mutoids. Games sell for $19.95 and $29.95.

**www.tigertoys.com**

# Lion's Share

PlayStation had a great year in '97/'98, with 19.4 million systems sold worldwide. Sony's PlayStation business racked up 116.9 billion yen ($879 million), accounting for 22 percent more than 1/5th) of Sony Corp.'s business.

Death a la Modem

free multiplayer massacres on >

www.heat.net

the enemy is real

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# Quartermann

**Video Game Gossip & Speculation**

Despite the very finest interrogation efforts this month, squeezing the necessary juicy tidbits of information from the industry's more notorious blabber-mouths has been a tough job. However, by turning to somewhat more nefarious methods (such as hanging around in development studio bathrooms listening to programmers chat while they have other things, er...on their hands, so to speak) the Q-Man has unearthed some suitable niceties.

First up; the Q-network has learned that **Blasto 2 is already in development.** Despite overwhelmingly mediocre reception from the press, it seems that Sony's higher-ups are convinced of its merits as a franchise and have already commissioned the sequel. A totally new development team is rumored to have been drafted in though, with strong indications being that production is now being handled primarily in Japan.

Elsewhere concerning PlayStation gossip, **don't be surprised if in the very near future you'll be reading news of the latest installation in the Tomb Raider series.** Core Design is currently hard at work on putting together a "secret project"—so expect to see something that really pushes the PlayStation to the limits. Sony's code-optimization system is now in the hands of all licensees who would care to use it—so it seems fair to expect some significant enhancements to the Lara experience.

As they say...watch this space. Or one a bit like it.

As ever, the Katana rumor mill has been churning out infrequent splats of information. We have now learned that **Sega will be making some formal announcements at E3** (so watch e3news.com for the up-to-the-minute reports) and that these are likely to be a) the exact launch date of the system, b) the expected price (strongly rumored to be sub $200), c) the actual name of the machine and finally the fact that **the U.S. launch will see 12 games released alongside the system**. As reported last month, these games will include many of Sega's strongest franchises, but Sega of America is extremely keen to include a number of sports titles at launch. So, can we expect to see some revivals from the SegaSports brand?

On the third-party front, we've heard all kinds of rumors concerning game series making the jump from PlayStation to Katana, of these though the closest to being "confirmed" is the fact that **the third installment of the BioHazard/Resident Evil series will premiere on Katana.** Capcom is rumored to be enamored with Sega's new box and intends to support it with the very strongest properties in its lineup. Expect something beginning with the letters 'S' and 'F' pretty early on too then.

Moving swiftly over to the Nintendo camp, a recent stint sitting in the big N's cafeteria desperately trying to eavesdrop on conversations revealed...well, very little really. However, later probings revealed that **Killer Instinct 3 is indeed coming along very nicely** over at Rare in the U.K., but sooner than this there is a good chance that **the first 64-Bit installment of the Donkey Kong series will hit stores in October.** Quite what the game will be like is still unconfirmed, but a 3D Mario/Banjo/Conkers/everything else on N64-style action romp wouldn't glean unreasonable odds at your local bookie. Watch out for the **3D spy game that makes use of the GoldenEye engine** that we mentioned last month too—that should be with us by the holidays.

Recent gushings from certain online and print media concerning the next Star Wars games to be released from LucasArts have been proven to be the very opposite of correct. The game, titled **Rogue Squadron, will not feature long-time Star Wars "micro-star" Wedge Antilles** as featured in the novels of the same name but will feature another, as yet un-named character. The Q-Mann's money is currently very firmly plopped down on Dash Rendar, as recent rumors have indicated that **Rogue is actually a "pseudo-sequel" to Shadows of the Empire.** Unlike Shadows though, Rogue is set to be published by LucasArts itself as opposed to Nintendo.

# Country Life's Never Been So Addicting.

## Harvest Moon GB™ and Legend of the River King GB™. Two unique role playing games for the Nintendo® Game Boy.

N64® Version Coming Soon

**Legend of the River King GB** is the first and only game that combines the action of a fishing game with a dynamic RPG story for a unique game experience. However, there's a catch. Instead of fighting the usual bunch of monsters, you'll battle with 40 different species of fish. But this isn't drowning a few worms for fun; you're on a quest to save your ill sister. The only chance to save your sister is to reel in the magical Guardian Fish. To land this whale of a fish, you'll have to travel the land selling your prized catches for money. Only after buying the best equipment and gaining experience, will you be able to conquer this trophy catch.

With hours and hours of exciting game play, once you play Legend of the River King, you'll be hooked!

**Wake up with the sun.** Feed the chickens. Milk the cows. And, don't forget to go to the market...all before breakfast.

The Super NES® classic Harvest Moon is now available for the Nintendo® Game Boy® with all of the charm of the original and many new surprises. Designed to reward hard work and smart decision making, Harvest Moon GB is a unique blend of a role playing and a farming simulation game. Since this game is compatible with the Game Boy Game Link®, you can exchange animals and seeds with your friends to create your own unique ranch. Best of all, Harvest Moon GB offers a greater variety of characters, crops and animals to choose from, making each game's outcome more fun and less predictable. Oh no! You forgot to plow the fields. Looks like no dinner tonight.

*Serious Fun™*

NATSUME®

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Nintendo

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PlayStation

NINTENDO64

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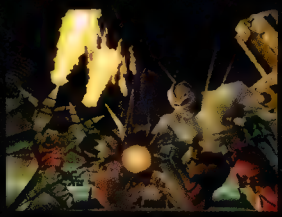

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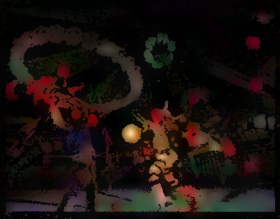
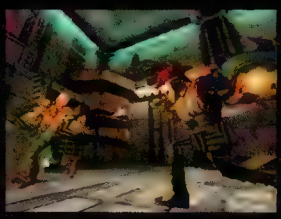
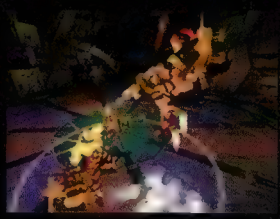
# HIS LEFT ARM
## WILL PUT YOU IN AN AMBULANCE.
# *HIS RIGHT ARM*
## WILL PUT YOU IN A DUST PAN.



Destruct with robotic attachments.



Pulverizing arm canons waste opponents.



Hover in multilevel, 3-D arenas.

# PrE3

***1998's E3 promises to set the table for the next-generation of game consoles***

To the gaming industry, no show is bigger than E3. Every year, important game and hardware announcements are made that shape the games you play for years to come. Well, actually, some E3s are more important than others (last year's wasn't too newsworthy), and at *EGM*, we're betting that this one will be pivotal. But why?

Sega will almost certainly make an official announcement regarding the final name of their new system, now known as Katana. They may also give release dates and pricing information—perhaps even more. At the very least, they'll try to woo developers into developing for their powerful new system.

But that's the future. Here, in the present, Sony and Nintendo will be showing their wares for the battle that is not yet finished. Second-place Nintendo needs to make a strong showing to demonstrate that more quality games will hit the N64. Surely, Zelda will be brilliant, but it's probable that Nintendo will unveil two surprise games, (and perhaps the Color Game Boy) as has become customary of them in past years.

Regardless, *EGM* is excited about E3, and with this impressive list of games we've concocted, you should be too. Check our Web site, **E3news.com** for frequently updated show coverage from the floor May 28-30.

Extreme-G 2

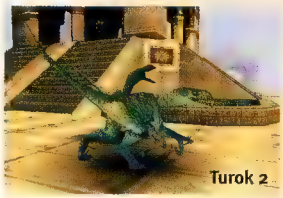
## 3Do

- Army Men 3D
- Battle Tanks
- Bio Swarm
- Uprising X

## Acclaim

- All-Star Baseball '99
- Batman & Robin
- Bust-A-Move 2
- Constructor
- Forsaken
- Iggy's Reckin' Balls
- Jeremy McGrath Supercross '98
- NBA Jam '99
- NFL Quarterback Club '99
- Shadowman
- Turok 2
- WWF Warzone
- Extreme-G 2

Although NBA Jam '99 is a realistic five-on-five NBA simulation, Acclaim opted to keep the popular NBA Jam franchise label.


Turok 2

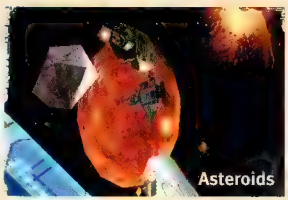
## Accolade

- Big Air Snowboarding
- HardBall 6
- Redline
- StarCon
- Test Drive 5
- Test Drive: Off-Road 2

## Activision

- Apocalypse
- Asteroids
- Fifth Element
- Tenchu
- Vigilante 8

NBA Jam '99


Asteroids

PlayStation = Nintendo 64 = Game Boy = Saturn =

## Ascii

- AeroGuage (N64)
- Armored Core: Project Phantasma (PS)
- Backstreet Billiards (PS)
- Bass Landing (PS)
- Clock Tower 2: Struggle Within (PS)
- Fighter Maker (PS)
- Hit Back (PS)
- Master of Monsters (PS)
- Rising Zan: Samurai Gunman (PS)
- RPG Maker (PS)

## Atlus

- Kartia (PS)
- Trap Gunner (PS)

## Bandai

- Tail Concerto (PS)

## Capcom

- Breath of Fire III (PS)
- Capcom Generations 1 (PS)
- Capcom Generations 2 (PS)
- DarkStalkers 3 (PS)
- Marvel vs. Street Fighter (PS)
- Mega Man Legends (PS)
- Pocket Fighter (PS)
- Rival Schools (PS)
- Street Fighter 2 Collection 2 (PS)
- X-Men vs. Street Fighter (PS)

## Crave Entertainment

- Caesar's Palace (N64)
- Milo's Astro Lanes (N64)
- Shadow Madness (PS)
- VR Pool 64 (N64)

## Crystal Dynamics

- Akuji the Heartless (PS)
- Legacy of Kain 2 (PS)
- Unholy Wars (PS)
- Gex 64 (N64)

## Electronic Arts

- Knockout Kings (PS)
- L.A.P.D. 2100 (PS)
- Madden NFL 99 (N64, PS)
- Moto Racer 2 (PS)
- Nascar 99 (N64, PS)
- NCAA Football 99 (PS)
- NHL 99 (N64, PS)
- Populous: The Beginning (PS)
- Road Rash 3D (PS)
- Small Soldiers (PS)
- Tiger Woods 99 (PS)
- TOCA Touring Car Championship (PS)
- World Cup 98 (N64, PS)

## Eidos

- Ninja (PS)
- Omikron (PS)
- Tomb Raider 3 (PS)
- Vermin (PS)
- War Zone 2100 (PS)

## Empire Interactive

- Big Race USA (PS)
- Flying Core Gold (PS)
- Gary Player Golf (PS)
- Pro Pinball: Time Shock! (PS)

Last year, EA was hurt by Sony's 3D football graphics. Starting with this year's E3, they join the polygonal gridiron with Madden NFL 99 and NCAA Football 99.

PlayStation = ● Nintendo 64 = ● Game Boy = ● Saturn = ●

## Fox Interactive

- Alien Resurrection ●
- Aliens vs. Predator ●
- CROC 2 ●
- N2O ●
- Team Losi RC Racing ●
- X-Files ●

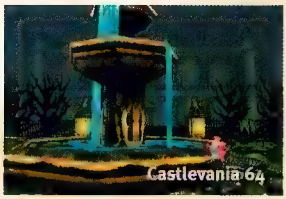
## Fox Sports Interactive

- College Hoops 99 ●
- Fox Sports Golf ●
- Fox Sports Hockey ●
- Fox Sports Soccer ●
- Fox Sports Tennis ●

## Gametek

- Robotech ●

The sequel to the best sports game ever returns to the N64 as International SuperStar Soccer Pro '98. We can't wait to get our hands on this one.



## GT Interactive

- Abe's Exodus ●
- Dead Ball Zone ●
- Duke Nukem: Time to Kill ● ●
- Invasion from Beyond ●
- Mike Piazza's StrikeZone ●
- Rogue Trip ●
- Sensible Soccer 2000: Club Ed ●
- Streak ●

## Hasbro Interactive

- Battleship ●
- Centipede ●
- Jeopardy! ●
- Life ●
- Risk ●
- Wheel of Fortune ●

## Hot B

- Black Bass with Blue Marlin Featuring Hank Parker ●

## Infogrames

- GT 64 Championship Edition ●
- Jest ●
- Looney Tunes ● ●
- Mission: Impossible ●
- Snow Racer 98 ●
- Space Circus ●
- V Rally 98 Arcade Championship Edition ●
- Viper ●
- Wetrix ●

## Interplay

- Crime Killer ●
- Earthworm Jim 3D ● ●
- Heart of Darkness ●
- Messiah ●
- Star Trek: Klingon Academy ●
- The Wild 9 ●
- VR Football '99 ●

## Jaleco

- Dragon Seeds ●

## Koei

- Destreger ●
- Enigma ●
- Soldnerschild ●

## Konami

- Azure Dreams ●
- C - The Contra Adventure ●
- Castlevania ●
- Deadly Arts ●
- G Shock ●
- Hybrid Heaven ●
- IS Soccer Pro '98 ●

From the creators of Persona and the Revelations series

# KARTIA

## The Word of Fate

An RPG Strategy first! Trade special items with your friends via the memory card or fight to the death in Versus Mode.

Character designs by Amano Yoshitaka, of Final Fantasy fame.

Two different storylines complete with FMV, spread over 30+ hours of gameplay.

PlayStation

EVERYONE
E
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RPG/SIM

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## Mindscape
Circuit Breakers ●
Rat Attack ● ●

## Namco
Pac-Man 3D ●
Tales of Destiny ●

## Natsume
Flying Dragon ●
Harvest Moon ●
Legend of the River King ● ●
Reel Fishing 2 ●

## Nintendo
Banjo-Kazooie ●
F-Zero X ●
Waialaie CC True Golf Classics ●
Zelda: Ocarina of Time ●

## Psygnosis
Adidas Power Soccer '98: WC ●
Colony Wars: Vengeance ●
Eliminator ●
F1 '98 ●
Global Domination ●
ODT ●
Pro 18 ●
Psybadek ●
Sentinel Returns ●

War Games wins the award for game most unlike the movie whose name it bears.

## MGM Interactive
Tiny Tank: Up Your Arsenal ●
Tomorrow Never Dies ●
WarGames: Defcon 1 ●

## Midway
Bio F.R.E.A.K.S. ● ●
Chopper Attack ●
MK 4 ● ●
NFL Blitz ● ●
Off-Road Challenge ●
RC Stunt Copter ●
Rush America ● ●
Twisted Edge Snowboarding ●

## Konami Cont'd
IS Soccer '98 ●
Kensai - Sacred Fist ●
Metal Gear Solid ●
MLBPA Bottom of the 9th '99 ●
Poy Poy 2 ●
Survivor ●

## LucasArts
Indiana Jones ●
Rogue Squadron ●

# Well Done Soldier

COMMAND & CONQUER
RED ALERT
RETALIATION

- Two sides to play
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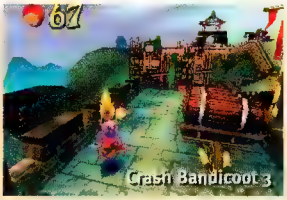


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Bushido Blade 2 ●
Parasite Eve ●
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Disney's A Bug's Life
Disney's Mulan
FIFA World Cup 98
Granstream Saga ●

In what is becoming an annual event, Sony is ready to unveil the next Crash Bandicoot at E3. In the meantime, enjoy this screen-shot and others in the Preview section.

International Rally Championship ●
Quest 64 ●
Rugrats ● ●
Shao Lin ●
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WCW/NWO ● ●
Yoda Stories

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Castle of Deception ●

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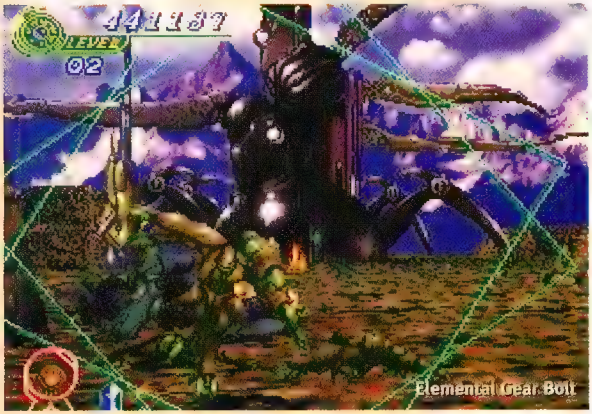
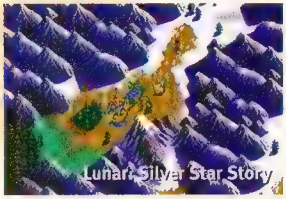



Lunar fans can finally look forward to seeing the 32-Bit remake of The Silver Star, when Working Designs releases Lunar: Silver Star Story (right) on the PS this September.

## Ubi Soft

| | | |
|---|---|---|
| All-Star Tennis 99 | ● | ● |
| Buck Bumble | | ● |
| F1 Racing 2 | ● | ● |
| Hype: the Time Quest | | ● |
| Rayman 2 | ● | ● |
| S.C.A.R.S. | | ● |
| Shadow Gunner | | ● |
| Tonic Trouble | | ● |




## Universal Interactive

| | |
|---|---|
| Xena | ● |

## Video System

| | |
|---|---|
| Harrier Strike Force | ● |
| World Grand Prix | ● |

## Virgin

| | |
|---|---|
| Professional Sportscar Racing | ● |
| Thrill Kill | ● |

## Westwood Studios

| | |
|---|---|
| C & C Red Alert: Retaliation | ● |

Titus' version of the Man Of Steel has been in development for a very long time. Let's hope he's been worth the wait.

## Titus

| | | |
|---|---|---|
| Quest for Camelot | ● | ● |
| Roadster 98 | ● | ● |
| Superman | | ● |
| Superman 64 | | ● |
| Virtual Chess | | ● |

## Working Designs

| | |
|---|---|
| Elemental Gear Bolt | ● |
| Lunar: Silver Star Story | ● |
| Magic Knight Rayearth | ● |
| Silhouette Mirage | ● |
| Thunderforce 5 | ● |

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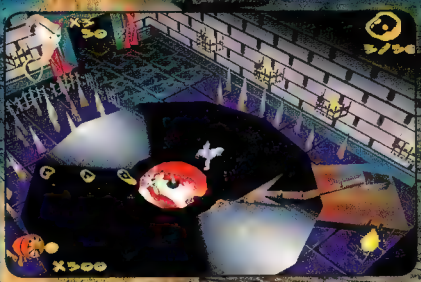
Ever go pig-boardin'? Groovy!

Watch Out For The Dreaded Disco Zombies



Jim's Back In Cells Go For A Spin

Worming Your Way Fall '98

Developed by

PlayStation

NINTENDO64

Designed for Microsoft Windows'95

RATING PENDING RP CONTENT RATED BY ESRB

Game Directory
- Banjo-Kazooie
- Mission: Impossible
- NFL Quarterback Club '99
- Chopper Attack
- NASCAR 99



# Banjo-Kazooie

| Publisher/Developer | Players/Genre | % Done | Release |
|---|---|---|---|
| Nintendo<br>Rare | 1<br>Action | 90 | June<br>1998 |

Web Address: www.nintendo.com

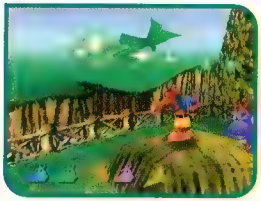
## Screwy Name, Fun Game

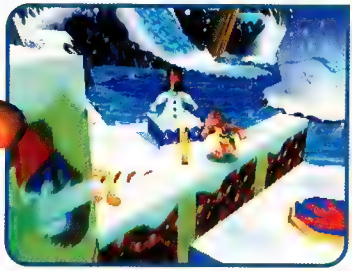
At first glance it would be easy to call Banjo-Kazooie a childish Mario clone. At first glance. After a mere half hour of play though, the negative expectations fade away and are replaced with feelings of sheer joy. True, this Rare 3D action/adventure title does feature a load of cute characters, a variety of cartoony levels and a simple but fun story line, yet there's a lot more to it than even Mario. And the childishness of the game is merely on the surface—underneath there is wealth of gameplay. In fact, there's so much to Banjo we're not sure where to begin.

Then again, we'll start where the game starts, when Banjo's little sister (whose name at presstime was tentatively Tooty) is kidnapped by the evil witch Gruntilda. Your job as you might expect, is to find and return Tooty safely to your home. See, told you the story was simple but fun. From the intro, you're thrust into a pre-game training level where Banjo learns a good percentage of the moves he'll use throughout the game. These moves, which range from head stomps to attack rolls, make the game a technique fest. Once all of the moves are learned in this fairly small area, the game opens up and there's no looking back.

After the training level, you step into the overworld. As the name suggests this is where you gain access to all of the levels in Banjo. The size of the overworld is bigger than most games in itself, so you can imagine how

If it's not the musical notes, it's those damned puzzle pieces! Really though, we can't say we mind all the stuff you need to find.





The snowmen on Freezeezy Mountain have incredible aim—they even throw just ahead of you if you're running!

Some characters are easily as big as the screen. In fact, you can go inside some of them!

With the help of Mumbo the voodoo doctor, Banjo can transform into a variety of animals, fruits and insects.

enormous the overall game is. As you venture around in the overworld, one thing becomes clear: Finding the levels in the overworld is as tricky as beating the levels themselves! You not only have to find the button which opens the door to a level, you have to find the door itself (which is a bear... no pun intended).

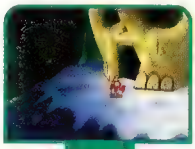
As mentioned, in order to access a level its door must be opened, but it's hardly as simple as just mashing on a button somewhere. As you're walking around the overworld you'll come in contact with pictures on the wall, similar to Mario 64. Unlike Mario though, you won't be able to jump into them at your leisure. Instead, the pictures of various levels are missing a given amount of puzzle pieces. When these puzzle pieces are found within levels and placed into the incomplete pictures in the overworld, the door to that particular level opens and you're in.

The levels in the game are just huge, with little or no pop-up. And when there is pop-up it fades in with a nice-looking transparency effect instead of a "hey, where'd that building come from" look found in many other games. Graphics-wise the game is super sharp, brightly colored and downright gorgeous. Like other 3D action games, there were slight camera problems in this early version which may be fixed by production time. In terms of aesthetics, Banjo's music came in many shapes and sizes so to speak. If it wasn't something that sounded like a hoedown, it was a scary horror film score. Like the music, the levels are themed—some looking like a haunted house, others like the inside of an oil tanker, you get the picture.

Each of the game's nine total levels has a load of things for you to play, find, talk to and compete against, among other activities. Even though there a lot of things you need to do in the game, there are some items you must find in every stage to effectively "beat" that level. In the game's levels you must find 100 musical notes, eight Jingos (little animals who apparently are friends of Banjo), 10 puzzle pieces (one of them is given to you when all of the Jingos are found), large honeycombs (which increase your life bar when six are discovered) and plenty of other goodies. There are mini-games for you to play as well, most where you shoot eggs from Kazooie's butt into buckets or at targets. Fun!

Banjo also features Boss characters but they really take a back seat to the rest of the action. The main thing this game focuses on is quantity—a large quantity of fun tasks to accomplish in every level. There's a lot more to this game than we can fit here though. You need to experience the game first-hand to appreciate it. So until June, enjoy all of these pics.

Mumbo's hut is a strange place. Thanks to his magic, you can change into something new and get to places you couldn't before.



Give Blubber the hippo this gold and maybe he can use the booty to slim down his own booty.

# Mission: Impossible

| Publisher/Developer | Players/Genre | % Done | Release |
|---|---|---|---|
| Infogrames<br>Infogrames | 1<br>Action/Adv. | 80 | June<br>1998 |

Web Address: www.infogrames.com

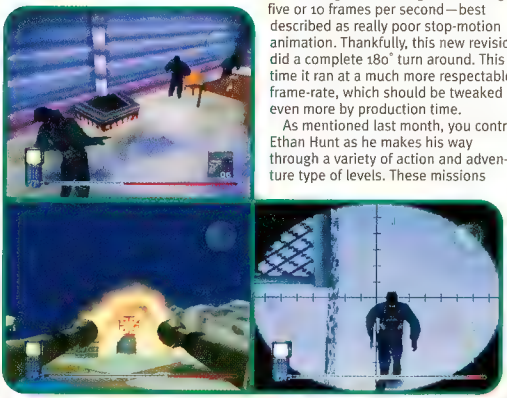
## Starring Hunt, Not Hawke

Ahhhh, the old poisonous gas in the keyhole trick. You gotta' love those cool IMF gizmos and gadgets.

Let's cut to the chase: So many times when a game is delayed, all we know about it is what's on the press releases. That's all well and good, but there's nothing quite like actually playing the game to see what it's all about. And that's exactly what we were able to do with Mission: Impossible recently when Ocean stopped by the *EGM* offices.

The first thing we noticed was the increased frame-rate of the title. The preliminary version we originally saw some eight months ago ran at roughly five or 10 frames per second—best described as really poor stop-motion animation. Thankfully, this new revision did a complete 180° turn around. This time it ran at a much more respectable frame-rate, which should be tweaked even more by production time.

As mentioned last month, you control Ethan Hunt as he makes his way through a variety of action and adventure type of levels. These missions loosely follow the movie's plot but have a fair amount of artistic freedom included. Something you won't find in the game is unnecessary violence; big guns and splattering guts are out—the license wouldn't allow it. Nonetheless, the missions have you making your way through areas not only duking it out but also communicating with an array of people. You'll get info from different contacts, set gas bombs in air ducts while no one is looking, knock out ambassadors and use their faces to gain access to restricted areas, and much much more. Other levels allow you to take control of other members of your IMF team to help Ethan through a level or take control of a turret on the top of an attack boat. The finished product should be quite interesting. For more info on the game, check out last issue (*EGM* #107).



# NFL Quarterback Club '99

| Publisher/Developer | Players/Genre | % Done | Release |
|---|---|---|---|
| Acclaim Studios<br>Iguana Studios | 1-4<br>Sports | 50 | 3rd Qtr.<br>1998 |

Web Address: www.acclaimsports.com

Sporting high-res graphics and an exclusive NFL license, NFL Quarterback Club '98 managed to beat Madden 64 in a hotly contested match. Despite this major victory, QBC '98 was far from a perfect game. In fact, Iguana openly admits that the game had some nagging gameplay and artificial intelligence issues. The good news is that they are going through pains to correct them.

First and foremost, Iguana is giving lots of attention to fixing the computer's AI. With a great game engine already in place (QBC '99 uses a new one that debuts in All-Star Baseball 99), the company's primary focus is to make sure that this year's game plays like real football (as opposed to last year's, which *EGM* feels did not.) "We have three programmers whose only job is to work on the game's AI," stated Russell Byrd, Director of Acclaim Sports. They will no doubt be quite busy digesting all of the information that N.Y. Jets Offensive Coordinator Charlie Weis fed them. Brought in as a consultant, Coach Weis tutored the QBC '99 team on how defenses and offenses work right down to the smallest detail. Now, the only challenge is to translate and make their newfound pigskin knowledge work on-screen.

And judging from the early look we've been given, what's on screen will look pretty damned good. Hi-res as ever, QBC '99's graphics are already better than last year's, thanks to improved player models and more detailed textures. Iguana also promises more motion-captured moves that will run smoother than their predecessors, and a few more end-zone celebrations. Those of you who noticed last year's sluggish game speed and floaty ball physics will be pleased to know that Iguana is confident that the improved engine has fixed all of those problems.

If Iguana delivers everything it's promising, NFL Quarterback Club '99 will be a vastly improved game. Suffice to say, with EA pouring resources into the next Madden, this year's N64 pigskin fight looks to benefit sports gamers.

"This looks way better than Twisted Metal 2"

– PSM Online

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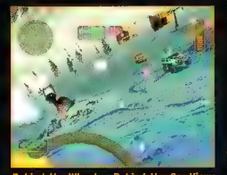

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– PS Extreme

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– ULTRA GamePlayers

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– PS Extreme

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– EGM

"...enough new twists and technical innovations to take the genre another step forward in excellence. Vigilante 8 is a technical tour-de-force for the PlayStation."
– PSM

"Badass PlayStation combat in Vigilante 8."
– Gamespot.com

"Vigilante 8's screen-filling explosions, weapon acquisition system and sharp graphics are almost guaranteed to make the game a hit..."
– Official U.S. PlayStation Magazine

"...already a contender for the driving combat crown..."
– Next Generation

PlayStation

TEEN
AGES 13+
CONTENT RATED BY ESRB

Luxoflux

www.activision.com

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| Publisher/Developer | Players/Genre | % Done | Release |
|---|---|---|---|
| Midway<br>Seta | 1<br>Action | 90 | June<br>1998 |

Web Address: www.midway.com

# Chopper Attack

## Full-Scale Mission-Based Destruction

Bringing the attack helicopter experience to the N64, Chopper Attack blends mission-based objectives with fiery destruction, impressive weaponry and even some strange Rambo humor.

Being clear of the restraints of a serious sim, this action shooter gives you lots of freedom to simply roam around and blow stuff up. Its simple controls, forgiving gameplay and massive destruction appeal create quite a "search-and-destroy high." With serious amounts of armor and shields on each chopper, getting whacked by a few enemy missiles won't slow you down. Master the art of missile launching while avoiding enemy tank fire and you're on your way. Power-ups appear from the burning remnants of destroyed buildings and can be accessed by flying just above them. Weapons include area bombs, lock-on missiles and homing clusters and are available at the onset of each mission. Buy up as much as possible to fend off the legions of attacking enemies. Once your skirmish is completed a cash reward allows you to buy bigger and better weapons. Mission objectives (eight in all) include: escorting presidential jet liners, destroying radar installations and hostage rescue.

While it's quite clear Chopper Attack takes a lot of liberties in the realism department, it's actually quite fun to play. Action/shooter fans should be on red-alert for this chopper inferno.

One of the more "normal" choppers takes aim on a missile base. Seven wackier ships are also available.

| Publisher/Developer | Players/Genre | % Done | Release* |
|---|---|---|---|
| EA Sports<br>Stormfront | 1-4<br>Racing | 50 | 3rd Qtr<br>1998 |

Web Address: www.easports.com

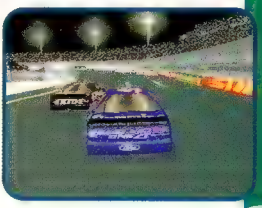
# NASCAR 99

Hoping to improve on the success of NASCAR 98, EA has made the jump to the N64 with their next edition—NASCAR 99. The launch will coincide with the PlayStation release of the same game. Both titles will feature entirely new physics models and a few other surprises as well.

What's in store for NASCAR fans this time around? Beyond the obvious (an N64 version), EA has incorporated such things as night races, more in-depth crew-chief radio instructions, and a whole host of new motor noises. The sampled engine noise will be tone specific depending on the view—inside the car will be muffled, chase view a bit louder, etc.

Expect the N64 to really bring out the vibrant colors of the 31 different cars available in the game. Along with the cars are the actual drivers including the likes of Bill Elliot, Mark Martin, Jeff Gordon and Dick Trickle. As a special option commemorating the 50th anniversary of NASCAR, you may race as past legends Richard Petty, Cale Yarborough, Davey and Bobby Allison, and Benny Parsons. Take any of these good ol' boys down 18 sanctioned tracks from Charlotte to Bristol Motor Speedway.

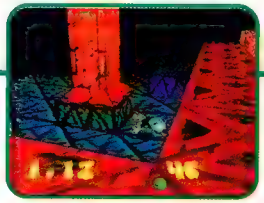
While the game is too early to play, we have very high hopes for NASCAR 99. It's painfully obvious the N64 is lacking in the racing sim department (among others—i.e., sports titles) and it would seem EA's NASCAR franchise would be a natural for the system. Let's hope EA added just enough bells and whistles to the new edition while retaining the same winning formula that produced the original.

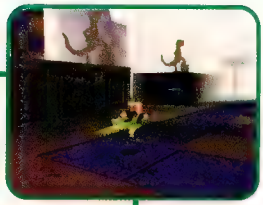


# NINTENDO 64

## Gex 64

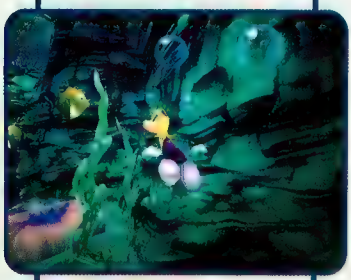
Crystal Dynamics' wise-mouthed lizard is coming to the N64 courtesy of Midway with two brand-new levels not found in the PlayStation version.

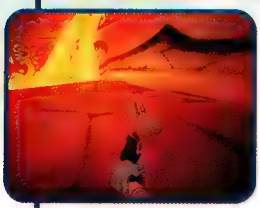


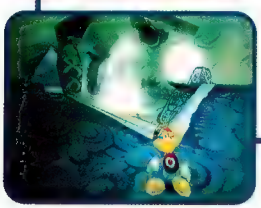


## Rayman 2

Ubi Soft's lovable limbless hero is finally getting his sequel after numerous delays. The shocker? Now the entire thing is in 3D. Cool!

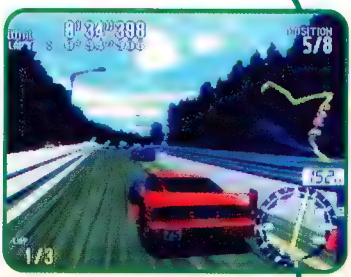






## GT 64 Championship Edition

Infogrames' racer features 12 vehicles and three tracks that take you around the world. An array of modes and realistic weather conditions makes GT 64 one to keep an eye out for fairly soon.



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NINTENDO 64

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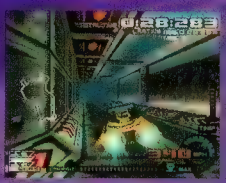

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NINTENDO 64

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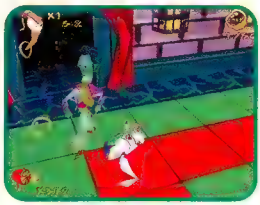
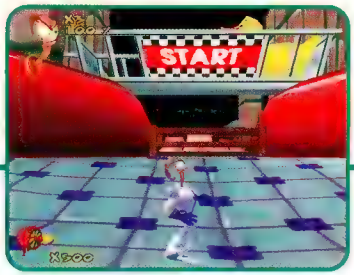
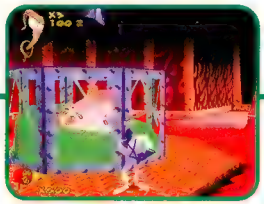
# NINTENDO 64

## Earthworm Jim 3D

Earthworm Jim's coming out of retirement to fight evil, except this time he's in a completely 3D world. The style of graphics still looks as cartoony as ever, and the Nintendo 64 is sure to help with fancy effects.

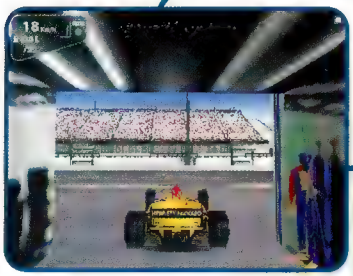




## F1 Racing 2

The specifics of this F1 racer coming to us from Ubi Soft are not yet known, but early info tells us the game features 16 tracks, a variety of courses and a bunch of real Formula 1 drivers. Look for it sometime in October.



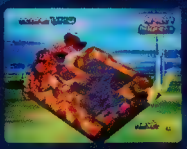
## S.C.A.R.S.

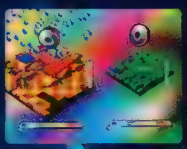
Here's another racer from Ubi Soft except this time it's set in the future. Inside sources tell us this one might feature animal drivers, flashy weapons and a galaxy full of courses. The graphics look incredible, and if you're able to race all over the place, it may be something unique. As new info comes through, we'll pass it along to you.

ocean

# Dam!..

# DAM!... DAM,





# Dam, Dam,

# Dam, Dam.

*There's a storm coming, and its name is Wetrix. Here's the deal: You build dams, dikes and lakes and some unholy being from above tries to destroy them with torrential rains, fireballs, bombs and the occasional earthquake. With its killer graphics and variable landscapes, it just may be the most addictive game you'll ever play.*

# DAM!

## That pretty much covers it.

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

NINTENDO64

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Wetrix

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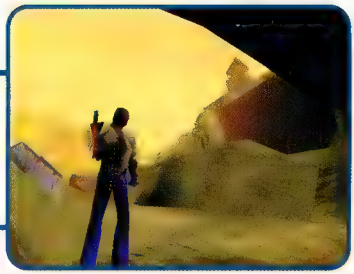
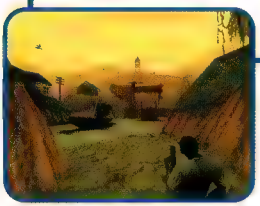
# NINTENDO 64

## Shadowman

Based on Acclaim's dark and mysterious comic book, Shadowman is a 3D action/adventure title that makes use of some stunning but macabre visuals.



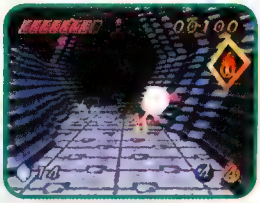


## Survivor

Little is known on this 3D action game from Konami, but screen shots suggest it will play a lot like Broken Helix (a similar-looking game released on the PlayStation). As you can see, the shots are from a very early version of the game. Perhaps after E3 we'll have more info on this one.

## Bomberman Hero

The recently released Japanese sequel to Bomberman 64 is more of a platform-style game than its predecessor. The good news? Nintendo is bringing this one here too!



## Tonic Trouble

You control a weird-looking dude named Ed who has really screwed up. Ed accidentally dropped some strange tonic on this world, and now things are all fudged up. Coming to us from Ubi Soft in September, the game features 40+ hours of Mario-esque play.

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– GoA

*"Incredibly sweet graphics."*
– EGM

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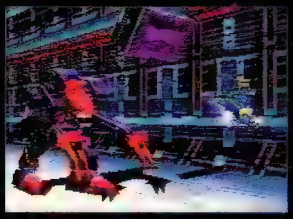
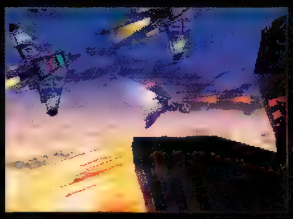




IT'S YOUR TYPICAL SHOOTER, KIND OF.

EINHÄNDER

EVERYTHING UP. AND THEN PILLAGE

THE REMAINS OF YOUR CHARBROILED

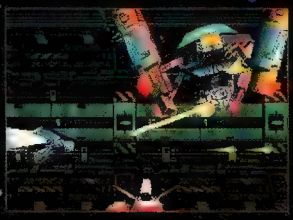
ENEMIES. BECAUSE YOU'RE GONNA

NEED THAT FIREPOWER (AND SOME

CEREBRAL AGILITY) TO KEEP ALL THOSE

MONSTROUS END BOSSES FROM

TURNING YOU INTO SPACE GARBAGE.



SQUARESOFT

PlayStation

Game Directory
- Ninja: Shadow of Darkness
- Legacy of Kain: Soul Reaver
- Capcom Generations 1 & 2
- Rogue Trip
- Thunder Force V
- Crash Bandicoot 3
- Spyro The Dragon
- Bio F.R.E.A.K.S.
- Mortal Kombat 4
- C: The Contra Adventure
- Duke Nukem: Time To Kill
- Tail Concerto
- Dragon Seeds
- Small Soldiers
- L.A.P.D. 2100 A.D.
- Macross VFX 2
- Critical Blow
- Uprising X

# Ninja: Shadow of Darkness

| Publisher/Developer | Players/Genre | % Done | Release |
|---|---|---|---|
| Eidos Interactive<br>Core Design | 1<br>Action | 70 | Sept. 1998 |

Web Address: www.core-design.com

## An Old-Style Action Game In '90s Clothing?

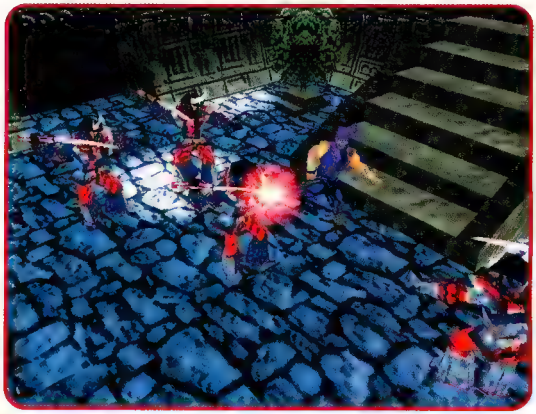
Originally billed simply as Ninja, Core Design has had this on the go for some considerable time. Initially intended as a Saturn title, the reason that it's been so long in coming has been primarily down to the fact that it switched formats early last year. Now a PlayStation-only game, the team is currently in the process of refining both the gameplay, and the multitude of PlayStation-specific effects such as transparent textures.

A pure and simple action game at heart, Ninja is very much of the "old school" in terms of concept. You control the eponymous Ninja as he wanders the land (like Kane from Kung-Fu) performing simple adventuring tasks while kicking the seven shades out of anyone that happens to stumble in his way. While many have feared that this would be a bizarre hybrid of Tomb Raider and Fighting Force, it has actually turned out to be something quite distinctive. Your view of the game is different for starters, and coupled with the combat system, it manages to summon up images of old classics like Streets of Rage, or for those of you that ever owned a Commodore 64, The Last Ninja.

The basic aim of the game is to get from location to location, following a pretty linear route. Along the way there are objects and weapons to collect, simple puzzles to figure out and fights to be had. The puzzles are all your fairly basic "flick this switch and see what happens" fare, but they do add a little variety to the proceedings. What's nice though is that many of the puzzles are linked in with some reasonably elaborate traps. Blow darts fly from walls, spears drop from ceilings and huge wooden logs roll down hills to provide old-style platform game action.

"Old style" would seem to be pretty much the key here. While the graphics are excellent in places, and there are some very elaborate polygonal models, the underlying idea is really back to basics. The combat system provides a simple kick, a punch, throwing knives (that can be powered up) or weapon-based combat with sticks and swords that you find lying around. Coupled with this though, there is a more advanced magic system which, while making use of some spectacular effects (and some very cool lighting), is fundamentally just a posh smart bomb. Build up your magic bar, let rip with a spell and watch the bad guys drop dead.

Like all of Core Design's other games, the game is pieced together to tell a story very effectively. Something that the game shares with Tomb Raider is the way that it makes use of the game engine to provide scripted "in-game cut scenes." As you arrive at a Boss' lair, or at a particularly important section, the game takes over for a few seconds to ensure that the story continues as seemlessly as possible.

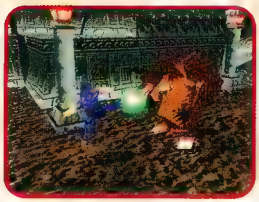


**Combat is an important element and the camera moves to make sure you get the best view of the proceedings.**

### My 2 Cents

Initially, it has to be said that we did expect great things from Ninja. Early previews of the game shown last year at E³ and ECTS in London proved to be a little disappointing. Unusually though, the team seems to have turned things around. By moving development over to the PlayStation and going back to basics with the gameplay, our impressions now are of something much more promising. A definitive case of "simpler being better."

–John Davison



**The creatures that you're up against vary from people to strange demons.**

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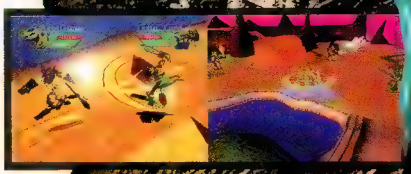

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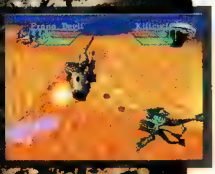

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| Publisher/Developer | Players/Genre | % Done | Release |
|---|---|---|---|
| Crystal Dynamics<br>Crystal Dynamics | 1<br>Adventure | 40 | October<br>1998 |

Web Address: www.crystald.com

# Legacy of Kain: Soul Reaver

## Crystal's Tale Of The Undead Enters Tomb Raider Territory

We've been following the progress of Crystal Dynamics' Legacy of Kain: Soul Reaver very keenly over the past few months. Since seeing it in a very early stage and giving you the screen shots in our preview gallery in issue #106, we have sat down with the game again and seen it in a much more playable form.

As you can see from the screen shots here, it's looking very impressive indeed. Running in PlayStation high resolution (512x240) throughout, it's arguably one of the best-looking games currently in development on the system. At the moment the game is moving very smoothly, but we're assured that the final product will be able to move these beautiful backdrops around, with all of the effects, a 550 polygon central character and a full population of 300+ poly bad guys—at 30 frames per second.

By using the PlayStation's High Resolution Mode, the artists on the Soul Reaver team have been able to produce some extremely detailed textures.

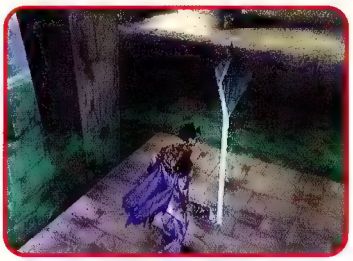
Speaking of effects, this is a game that is sure to be chock-full of them. The 3D engine, which is a vastly enhanced interpretation of the Gex engine, allows for dynamic lighting throughout, along with some beautiful reflection mapping and particle effects. Walking alongside a pool of water, you can see light sources reflected in the surface, and then these reflected again into patterns of light dancing on the ceiling.

All of the creatures and characters are built using segmented skeleton and single skin technology. What this means is that none of the ugly polygonal "joints" that you see in games like Tomb Raider are evident. The "skin" textures all morph to fit around the animated skeleton within to give a truly stunning effect.

As far as gameplay goes, Soul Reaver is filled with good ideas. The environments are all filled with interactive scenery (blocks can be pushed, objects can be moved around) as well as intelligent non-player characters which all employ some very convincing self-preservation tactics. Bad guys will run away, work in groups or even attempt to ally with Raziel in order to survive. Should this fail though, the combat includes multiple hand-to-hand, grapple and weapon-based moves to keep things interesting.

Many of the rooms are enormous, and the effective lighting gives them a claustrophobic feel.

Moving blocks around eh? Not seen that before in a 3D, third-person adventure game.



The water is particularly well rendered—it "wobbles" realistically and also reflects light sources.

### Kain: What Happened Next?

After vanquishing the wardens of the mystical pillars, Kain proclaimed himself ruler of all that was left of the world. Drawing six vampire lieutenants from the underworld, he began to re-create Nosgoth while destroying the major human kingdoms. Once tamed and turned to vampires, the human slaves were forced to construct a huge shrine in which furnaces belched out thick smoke to shield the land from the effects of the sun.

As the years passed, Kain and his lieutenants began to evolve into "Dark Gods"—vampires with vast power. Kain, as the leader, always evolved first—but on one occasion one of the lieutenants, Raziel, evolved first...he grew wings. For this he was damned—and cast into the bottomless vortex where water burned away his flesh.

Beyond the vortex Raziel encountered "The Elder," a creature who feeds upon the dead souls of Nosgoth. As Kain has turned most souls to immortal vampires, The Elder no longer has the sustenance he needs.

In return for a right for vengeance, Raziel agrees to collect souls for The Elder by killing his former brethren...and that's where the game starts.

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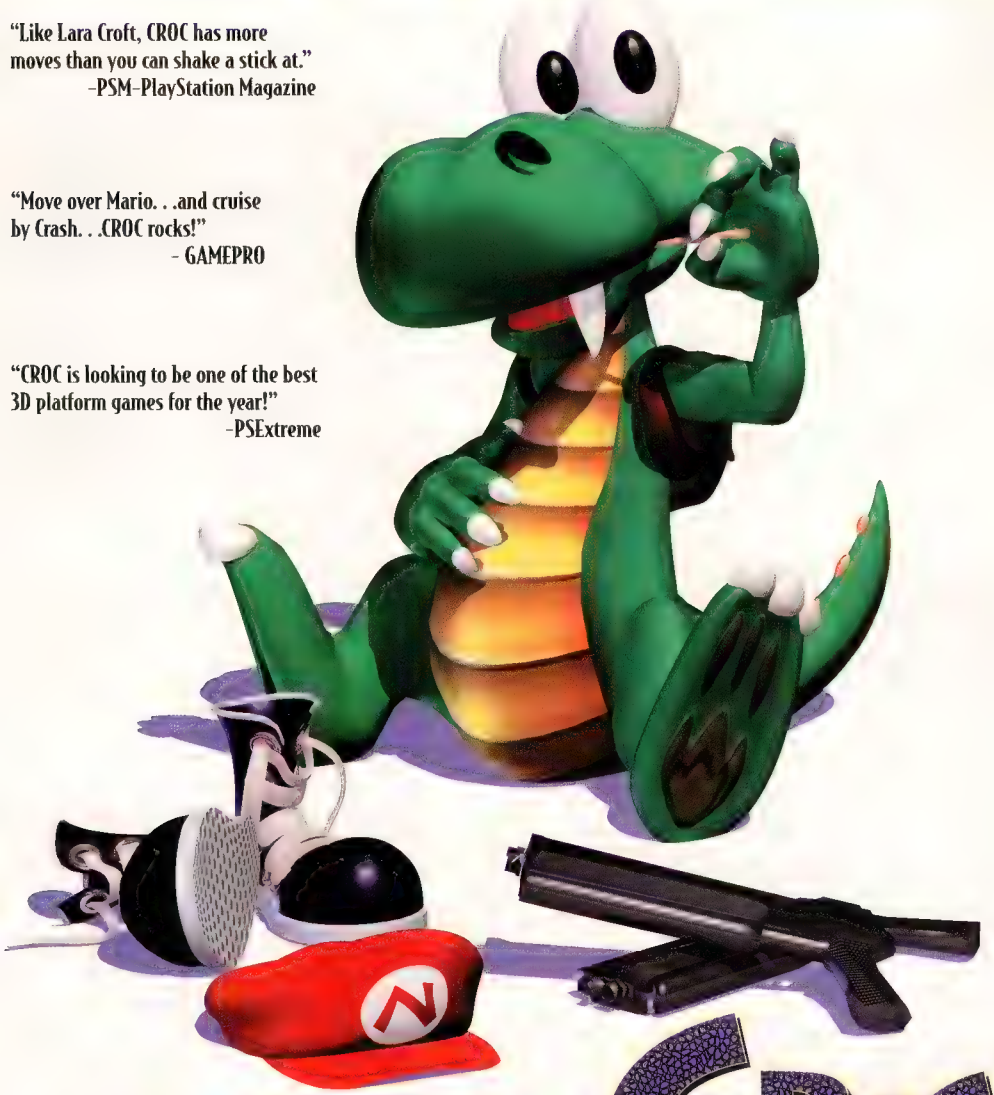
-PSExtreme



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| Publisher/Developer | Players/Genre | % Done | Release |
|---|---|---|---|
| Capcom<br>Capcom | 1-2<br>Compilation | 50 | Sept.<br>1998 |

Web Address: www.capcom.com

# Capcom Generations 1 & 2

## Capcom's Blasts From The Past

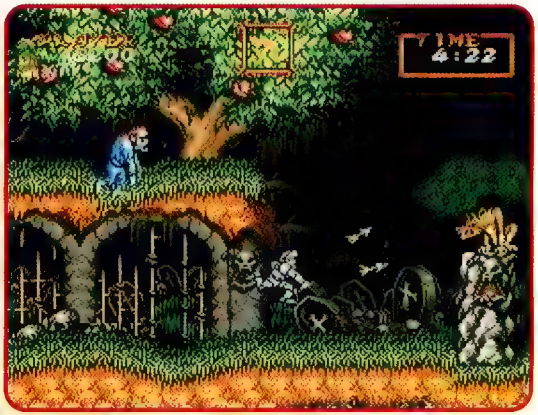
It sure took 'em long enough, but Capcom has finally decided to jump aboard the classic compilation bandwagon with its new classics series, Capcom Generations. The series will expand over at least five volumes, the first two of which have been formally announced and are headed our way later this year.

Capcom Generations Vol. 1 features perfect ports of three of Capcom's classic arcade shooters: 1942 (the basic, but addictive overhead vertically scrolling shooter which turned into their very first console game back in 1985 for the Famicom), 1943: The Battle of Midway (the sequel, with improved graphics and sounds, new weapons, a power bar and special attacks) and 1943 Enhanced (which was released only in Japan as 1943 Kai—a slightly improved version of 1943 with some minor gameplay enhancements in addition to new graphics and music). A solid lineup, for sure (shooter fans will certainly enjoy), but nothing mindblowing.

The second compilation, Capcom Generations Vol. 2, has us much more excited. This one packs three of the greatest side-scrolling action games of all time—the entire Ghosts 'N Goblins series. That's right—arcade-perfect renditions of Ghosts 'N Goblins and Ghouls 'N Ghosts, as well as a port of the classic first-generation Super NES sequel, Super Ghouls 'N Ghosts. The Ghosts 'N Goblins series has long been a favorite of many *EGM* editors, dating right back to the early days when Ghouls 'N Ghosts won Game of the Year for the Genesis, and we can't wait to get our hands on the first ever arcade-perfect home ports of it and its predecessor (which was last seen on the NES many, many moons ago).

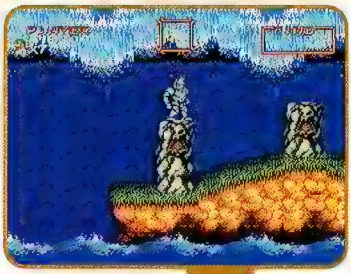
The coolness doesn't stop there, however. Both Capcom Generations discs will feature a special "Collection Mode," which will showcase posters, illustrations, artwork and other assorted goodies from each game (sort of like the Namco Museum series). And taking things one step further, every game on both Volumes will be compatible with Sony's new Dual Shock pad, meaning Dual Shock owners will be shaking all about every time they down a huge aircraft or drive a lance through a demon's heart. Groovy.

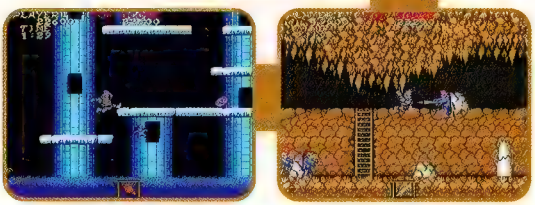
Both Vol. 1 and 2 of the Capcom Generations series are due for release this fall.




**Super Ghouls 'N Ghosts for the Super NES was one of the best games of its day, despite being plagued by immense slowdown. Will the PlayStation version be able to avoid this problem? We sure hope so...**

**The 1942 series (below) was quite popular in its day. Since these three classics, two newer sequels have emerged as well: 1941 and 19XX. Hopefully we'll get to see them on the PS soon...**





**The classic Ghosts 'N Goblins games were known for their awesome level design, fantastically challenging gameplay and hauntingly cool atmosphere.**

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| Publisher/Developer | Players/Genre | % Done | Release |
|---|---|---|---|
| GT Interactive<br>SingleTrac | 1-2<br>Action | 40 | October<br>1998 |

**Web Address:** www.gtgames.com

# Rogue Trip

## The True Successor To Twisted Metal?

### My 2 Cents

**This is a definite improvement over what the team at SingleTrac has produced before with this kind of game. The big issue now though is what Sony can possibly do with the Twisted Metal franchise to ensure that it stays as popular as it has been before. Rogue Trip has everything that you'd expect from TM3: innovative ideas, good visuals and most importantly, humor. The next six months should prove very interesting. What's more important? The name or the game?**

*–John Davison*

It begins with a commercial. Big Daddy has taken over all the resorts, all the vacation spots and he's charging outrageous sums of money to get in. The world is a wreck, barren and ugly, and everyone feels a desperate need for a vacation, though few can afford it.

In the true spirit of free enterprise, an association of auto mercenaries has taken it upon itself to interrupt one of Big Daddy's commercials to advertise its own services—mercenary/warrior drivers who will break into desired vacation spots and take tourists to key photo-op locations...on the cheap. Predictably, you're the driver and you have no worries about killing other mercs, or for that matter blowing up buildings and doing whatever it takes to get your passenger to his desired destination.

So...check out the screen shots. Look familiar? Sony owns the Twisted Metal name now, and it's putting out Twisted Metal 3 later this year, but the team who created the original pair of classic games is at SingleTrac working on what can only be described as the "spiritual successor" Rogue Trip. It's taken the TM2 engine, streamlined it and improved the performance by approximately 35 percent. Graphics are more detailed, frame-rates are faster and the game exudes an air of refinement over its predecessors.

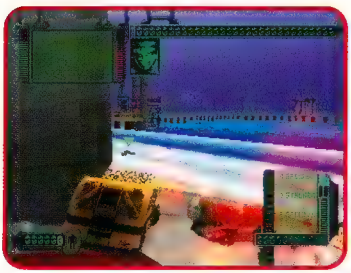
Environments range from a SoCal haven to Washington, D.C., to an airport terminal (the first level). There are 12 vehicles to choose from and these range from the Meat Wagon (an Oscar Meyer weenie mobile) to Pyro (a fuel truck) to Rock 'n' Rule (a souped-up '57 Chevy). Each car has its own driver and its own special weapons, and power-ups are available in the form of upgrade points in return for cash.

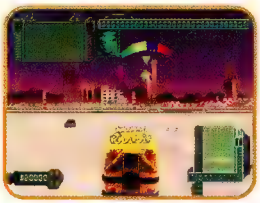
Earning cash is easy—just blow the other guys away and make sure you get the tourist into the back of your car and take him to the tourist spots. While the tourists can't die, the car that they are in is vulnerable so the game is basically a frantic blasting frenzy aimed solely at a) hanging on to the holiday makers (there's only one on each level) and b) blowing the crap out of everything.

Speaking of destruction, Rogue Trip follows the Twisted Metal theme pretty closely, but it has something TM and TM2 didn't have—completely destructible environments. Control towers and large airplanes beg for your independently controlled missile's attention. Feel free to shoot Lincoln's head off the Lincoln Memorial and watch it roll to the ground. If finesse is your forté, you may want to try the carefully timed shot that "frees Willy" and sends the captive killer whale in SoCal straight into the ocean. And feel free to shoot the tourist—you can't kill him, but you can redirect him. If another car is getting close to picking him up, simply shoot the poor sod and he'll jump away, making it much harder for the other guy to grab him. You have to have a moderately good health meter reading to be able to pick him up yourself, and if your health ever drops below 25 percent, the "premature ejectulator" will launch your passenger out of the car for his own safety.

SingleTrac says the AI will learn from your moves and begin to counter appropriately. And if you take the tourist from one of the other auto mercenaries, he's sure to hunt you down in anger. This should add to the replay value of the game, as will the fact that there will be multiple modes to choose from, namely three Single-player Modes (standard, deathmatch with tourist and deathmatch without tourist) and four Two-player Modes (deathmatch with tourist, deathmatch without tourists, Cooperative Mode with tourists, and cooperative shred fest).

**The graphics are a dramatic improvement over Twisted Metal 1 & 2...everything moves along at a very slick frame-rate.**





**Like Activision's Vigilante 8, you get to have fun in a school bus. But this one's driven by a nun...in leather.**

# For those of you who can't make it to France this summer

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| Publisher/Developer | Players/Genre | % Done | Release |
|---|---|---|---|
| Working Designs<br>TechnoSoft | 1<br>Shooting | 80 | July<br>1998 |

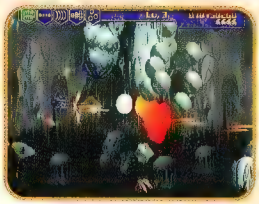
Web Address: www.workingdesigns.com

# Thunder Force V

## The Classic Series Lives On

Before having their little falling-out with Sega, Working Designs was planning on bringing the Saturn version of Thunder Force V to the United States late last year under its new Spaz label (see our International Preview in *EGM* #100). Unfortunately, things didn't go as planned, and the game's U.S. release was cancelled. That's the bad news. The good news is that the game's developer in Japan, Technosoft, has since decided to port the game to the PlayStation with some modest tweaks and enhancements, and Working Designs has once again stepped up and will be bringing the game stateside this summer.

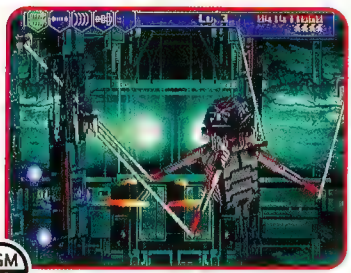
Thunder Force V takes the classic series to the next level with 3D polygonal graphics, huge Bosses and some truly dazzling weapon effects.

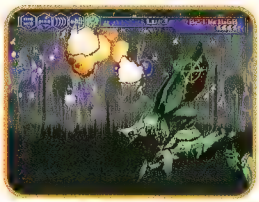


In Japan, TFV for the PlayStation is called "Thunder Force V: Perfect System," since it contains slight upgrades from the Saturn version.

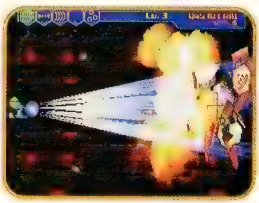
Thunder Force V takes the classic shooting series into the realm of 3D, with a mixture of 2D gameplay and gorgeous 3D graphics (similar to Square's Einhänder or more recently, Taito's G Darius). Gameplay-wise, it's not much different from past Thunder Force games, but the weapons system is entirely new, as is the ship you command. This time there's five different weapons you can collect and store, which you can switch between at any time. Each has different qualities, and each can be powered up three times with the help of special CRAW units (Constituted Ray Art Weapon units) that you collect during play. In addition, you can use a special attack that will drain your CRAW energy but unleash wickedly destructive blasts for a short period of time. One of the nicest features of TFV is the ability to customize your control setup so that you can assign each of the five weapons to different buttons on the pad, rather than having to switch between them with the L and R buttons. You can also change the speed of your ship at any time during play.

OK, so right about now you're thinking, "I knew all of this already—I read the preview of the Saturn version back in issue #100." Well then wise guy, check out these improvements that are being made to the PlayStation version: First of all, the slowdown that plagued the Saturn version is expected to be nearly non-existent (the early version we have now still has slowdown, but WD says most of it'll be gone by final release). Next, the CG animation sequences have been improved, and the game will support Sony's Dual Shock analog controller. And best of all, there's going to be a new Boss near the end of the game (possibly the final Boss) which wasn't in the Saturn version. Add to all this increased difficulty for the U.S. version (the Japanese version had a rather easy Kids Mode which is being replaced by a Training Mode that won't allow you to pass Stage 3), and a Digital Viewer that lets you view artwork and other neat stuff from the game, and you've got another clear winner on the horizon for PlayStation shooter fans. Watch for it this summer.





Your ship can carry up to five different weapons in Thunder Force V, each with uniquely different traits and abilities.



CRAW units can be used to temporarily power up your main weapons, allowing for some devastating attacks.

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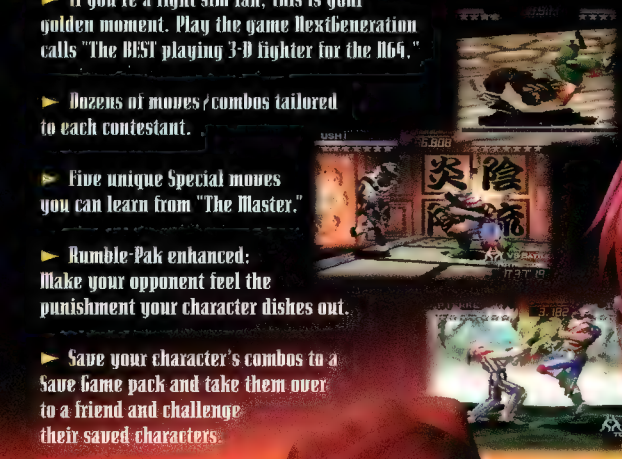
**Fighters Destiny will take everything you have, and throw it right back at you.**

- More Fighting Options than any of the competition. Period!
- If you're a fight sim fan, this is your golden moment. Play the game NextGeneration calls "The BEST playing 3-D fighter for the N64."
- Dozens of moves/combos tailored to each contestant.
- Five unique Special moves you can learn from "The Master."
- Rumble-Pak enhanced: Make your opponent feel the punishment your character dishes out.
- Save your character's combos to a Save Game pack and take them over to a friend and challenge their saved characters.



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| Publisher/Developer | Players/Genre | % Done | Release |
|---|---|---|---|
| SCEA<br>Naughty Dog | 1<br>Action | N/A | Nov.<br>1998 |

Web Address: www.playstation.com

# Crash Bandicoot 3

## Improved? Or More Of The Same?

SCEA's flagship mascot is back for a third run. Once again, he's out to thwart the sinister plans of Cortex. Now, Crash must travel through several time periods to prevent Cortex from messing around too much with history's timeline.

At first glance, Crash Bandicoot 3 looks like it's offering more of the same. Advance through fairly linear levels. Break open crates. Collect fruit. Run from Bosses. But Naughty Dog is throwing in a few new features that should make Crash 3 as big an improvement over Crash 2 as Crash 2 was over the original.

Most of the changes so far are nothing to shout about, but are great additions to the series nonetheless. Crash Bandicoot 3 will get all the frills you'd expect in a Crash sequel: improved graphics, new humorous animations, new moves, new vehicles (including an underwater craft) and new mounts (like a baby tiger or dinosaur). Crash 3 will also let you play as Coco for some of the levels (we're not sure at this point how Crash's sister will play differently from her brother). The biggest change, however, is in the works right now (see sidebar).

All we have to show you right now are these few screen shots. As soon as we get a playable demo, we'll give you an in-depth update to how Crash Bandicoot 3 shapes up.

Crash now has a slew of new moves, like the Super Spin, which tears around wildly, hitting everything in Crash's path.

You can now play as Crash's spunky sister, Coco. Below, she poses for a shot with her pet tiger.

## A lesson from Mario 64

Although they were always in 3D, the Crash games lacked one thing: full freedom to roam around where you wanted. Everything was front to back, back to front or side to side...

Crash Bandicoot 3 looks like it'll be breaking old habits. According to early reports, some levels may be completely open, giving you 100 percent freedom of movement in a non-linear environment... sorta like Super Mario 64. As of press time, these stages are currently being tested by the development team.

We say, it's about time! But shouldn't the entire game have full freedom of movement? The linear thing with Crash is starting to get old...

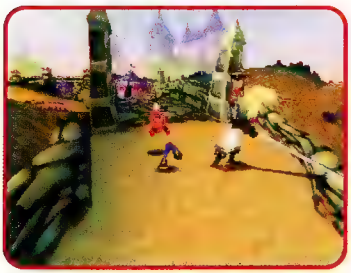
**From videogames.com's Instant Poll:**

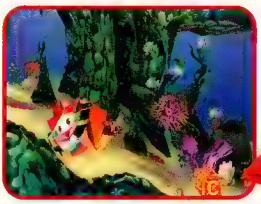
Should Crash Bandicoot 3 stay linear or have open area levels like in Super Mario 64?

Stay linear: 426

Have open area levels: 1,505

videogames.com main poll results for Friday, May 8, 1998

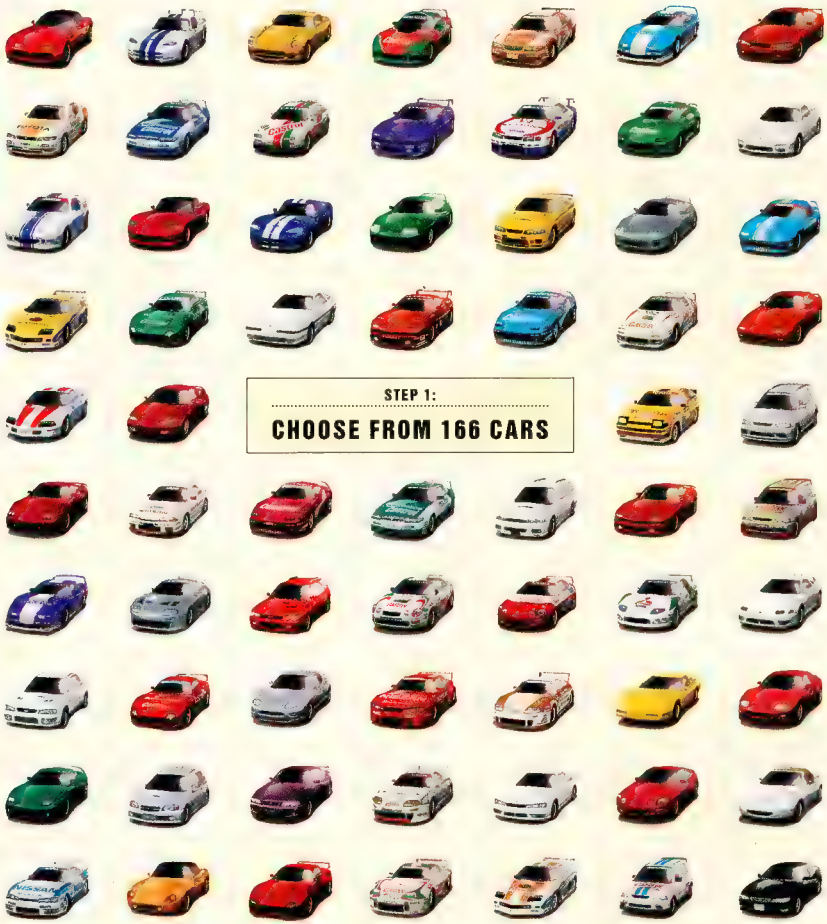




Be warned: Don't touch the deadly puffy fish lest ye be puffed.

# THE RACE IS ON

## AN INSIDER'S GUIDE TO MASTERING GRAN TURISMO



STEP 1:

## CHOOSE FROM 166 CARS

*Wanna see the other 99 cars? Play the game.*

### INTRODUCTION: 166 CARS, 11 TRACKS, 1 CHECKERED FLAG

So you think you're a good driver? Can you thread the needle at 140 mph? Up for that? C'mon, leadfoot, put your skills to the test with the most realistic, in-depth, graphically rich racing game ever designed for the PlayStation™(or any gaming system): Gran Turismo.™ Choose from arcade mode, go head-to-head or compete on the GT Circuit. That's where the racing experience really comes to life as you drive for cash and then modify your car to go as fast as you can handle. Real racing pales in comparison.

## STEP 2: GET A LICENSE

The Gran Turismo circuit is so competitive you can't even leak a drop of oil on the track until you've earned your license through a grueling qualifying series. Be sure to practice. Trust us, you'll need it.

## STEP 3: HANDLING YOUR CONTROLS

Use a clock as a reminder of correct hand positioning on your controller. Your left hand should be at 9:00 and your right at 3:00. *Note: Avoid digital clocks and watches for this exercise.*

KEEP HANDS AT 9:00 AND 3:00

## STEP 4: THE PHYSICS OF CORNERING

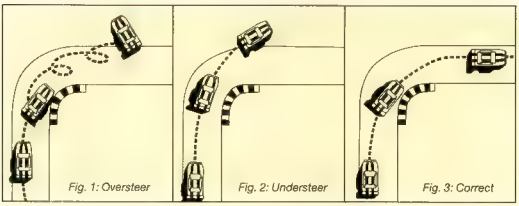
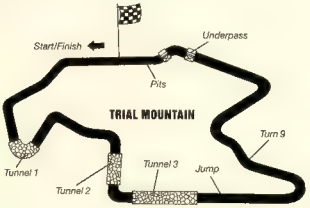


Fig. 1: Oversteer | Fig. 2: Understeer | Fig. 3: Correct

***Hope you paid attention in physics class.*** Because the racing in GT is so realistic, it's based on the actual suspension, braking and engine systems of over 160 cars, as well as the dynamics of the track. Don't oversteer (fig. 1, rear wheels sliding out) or understeer (fig. 2, plowing with the front wheels). Find the right apex (fig. 3, correct turning angle) and accelerate vigorously (kick major tailpipe).

## STEP 5: TEST THE TRACKS




Map the turns and braking paths before you hit the tarmac. Then test your car on all 11 tracks without the threat of competition around. You're trying to learn the course, not how to lose. Here's a tip: Take Trial Mountain's ***first two turns at full speed.***

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## STEP 6:

### RACING FOR COLD, HARD CASH

As a winning Gran Turismo driver, you'll find your bank account growing with every race. But don't treat your friends to lobster and caviar just yet; you'll want to sell that Subaru wagon you're driving and buy a new, faster car. Like a Dodge® Viper. And Vipers don't come cheap.

| |
|---|
| The more you win, the more money you make. |
| The more money you make, the faster you go. |
| The faster you go, the more you win. |

## STEP 7:

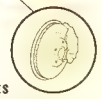
### CUSTOMIZE YOUR CAR

**A. ENGINE**
Get a new engine or tune one till your personal specs with a turbo kit or gear ratio adjustment. Don't be afraid to get your hands dirty.




*Dodge Viper GT*

**B. TIRES**
Improving splits may be as simple as making a pit stop for a quick tire change. The time you sacrifice is often made up with the control you gain.



**C. BRAKES**
Spending an inordinate amount of time staring at the wrong side of a pile of tires? Check the brakes. You don't have to be a crew chief to know that.

**D. SUSPENSION**
Adjust your spring ratio, soften your damper or decrease your camber force. Don't know what all that means? Learn fast or lose.

*Spend some of your winnings on upgrades for your car. Try new brakes, a stiffer suspension or a turbo kit. Then machine-test your car to see how it's improved. Or not. Store all your customizations on a PlayStation memory card. It's a small price for a checkered flag.*

| | |
|---|---|
| **ENGINE** | *600hp, 8.0 liter, V-10* |
| **TIRES** | *F285, R335* |
| **SUSPENSION** | *multi-link* |
| **MAX SPEED** | *221 mph* |
| **PRICE** | *$125,000* |

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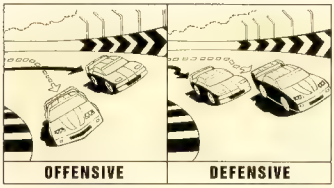
## STEP 8: OVERTAKING

Any driver worth his salt can pass in the straights. It takes skill to rule the turns. For an inside offensive move, ***take a late apex*** and use your exit speed to pass. Or watch your opponent's defensive line and pass when you ***spot a weakness.***




## STEP 9: LEARN THE LINGO

"I'm driving the big yellow bus that's gonna take you to school."

"You're more Gran-Ma material than Gran Turismo."

"You spend so much time in my exhaust you must enjoy the aroma of my stinky tailpipe."

*"You drive like #!$@."*

## STEP 10: GO HEAD-TO-HEAD

All your long hours of practice will be rewarded when you thrash your buddies in GT's ***two-player mode.*** And with PlayStation memory cards, you and your friends can race cars you've customized in your own personal garages. The action is just as fast, but the victory is twice as satisfying.

## STEP 11: UPGRADE YOUR SYSTEM

**DUAL SHOCK™ ANALOG CONTROLLER**

The new Dual Shock Analog Controller brings the thuds and crunches of racing to life. Skid-out and it squirms in your hands. Crash into a pile of tires and it whips violently. And GT is just the first of many games that will take advantage of this new technology. It'll change the way you feel about PlayStation.

## STEP 12: AHHH, WINNING

**THE SWEET TASTE OF VICTORY**

Relive your winning races, or defeats, again and again with GT's replay mode. Be sure to enjoy your moment of glory while you can, because victory is fleeting and, as the adage goes, second place is just a nice way of saying you're the first of the losers.

THE RACE IS ON.

GRAN TURISMO™

| Publisher/Developer | Players/Genre | % Done | Release |
|---|---|---|---|
| SCEA<br>Insomniac/Universal | 1<br>Action | 50 | September 1998 |

Web Address: www.playstation.com

# Spyro The Dragon

## SCEA's Latest Hope For 3D Platform Game Supremacy

As if there weren't several hundred other games in the genre already, SCEA's next "big thing" is yet another take on the 3D platform game. Does the world really need another game like this? Well, maybe one more wouldn't hurt...as long as they get it right. We still have yet to see the definitive title on the PlayStation.

Insomniac Studios is not necessarily a developer name that will immediately spring to mind. The more astute of you may recall the fact that they were responsible for the wonderfully executed but relatively unsuccessful Disruptor for Universal Interactive/Interplay a couple of years ago. Early indications then were that the team was capable of producing some stunning effects on the machine, and Spyro further compounds this.

Insomniac's president is one Mark Cerny, a long-time industry veteran whose design credits include Marble Madness, Sonic 2 and Crash 2. As you'd expect, with a pedigree of that nature behind it, Spyro is unlikely to be too shabby.

Very much in the mold of Mario 64 or Banjo-Kazooie, Spyro is a 3D action title that superficially looks fairly childish in nature. Its cute, cartoon-like characters and Disney-esque animations give a really kid-friendly feel to the overall experience. However, underneath this there is a seemingly well-designed product that involves you taking on the role of Spyro as he embarks on a quest to free other dragons who have been imprisoned by an evil wizard.

Spyro can perform all of the moves you'd expect of an action/platform game star—he can run, jump, roll and attack—but by making use of his inherent dragon-ness he can also breathe fire, attack things with his horns and also glide with his stumpy little baby dragon wings. These different moves are all used to good effect throughout the levels, and as you progress through the non-linear structure of the game there are subtle changes to the gameplay that allow Spyro to take advantage of his different skills.

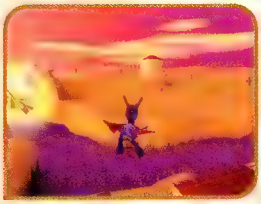
**The 3D engine is actually comprised of three separate engines—the character renderer, the scenery renderer and a system that builds a textured dome over the whole level.**

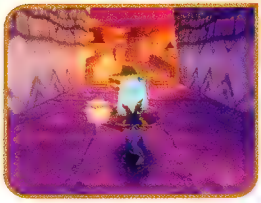
Although the version of the game we saw at SCEA's offices was only very early, the game already has a very immersive "Disneyland" feel to it. While many 3D games fail to suck you into the world and make you feel part of a living and breathing environment, Spyro feels vast and the wide variety and generous number of bad guys roaming around make you feel like you really are in the middle of something with a purpose. If you take a quick peek at the screens, something that will become immediately obvious is the fact that not only are the graphics beautifully drawn, there is also a distinct lack of fogging. The draw distance for the backgrounds is unlike any other game of this type on the PlayStation. How often can you actually see all the way to the horizon in other games like this?

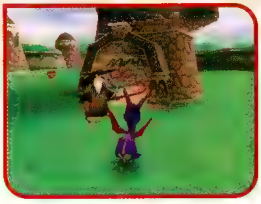
Alongside Crash 3, Spyro is one of SCEA's big games for later this year, so don't be surprised if you hear more about him soon.

## Yo Quiero Spyro the Dragon

In the spirit of recent PlayStation releases featuring recognizable and famous voice acting talent, Spyro employs the talents of one Carlos Alazraqui. Who is he? None other than the voice of the chihuahua in the Taco Bell adverts.





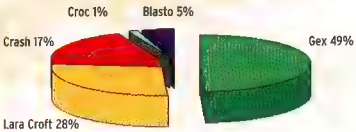


**Effects wise, Spyro really pushes the PlayStation and the whole thing remains at a slick 30 fps throughout.**

**All of the wizards are very important to the structure of the game. Their powerful magic is what holds Spyro's levels together.**

## What's he up against?

**Q: Which of the following characters would you most like to see as Sony's official mascot?**




Despite the fact that the system has no "official" mascot, we wanted to know which character you liked the best. Surprisingly Crash Bandicoot rolled in third with Crystal Dynamics' Gex storming ahead as the overall winner, substantially beating Lara Croft. Can Spyro win your hearts this year though? Or is he just another character to add to the list?

**videogames.com main poll results for Thur. April 30, 1998**

| Publisher/Developer | Players/Genre | % Done | Release |
|---|---|---|---|
| Midway<br>Saffire | 1-2<br>Fighting | 80 | June<br>1998 |

Web Address: www.midway.com

# Bio F.R.E.A.K.S.

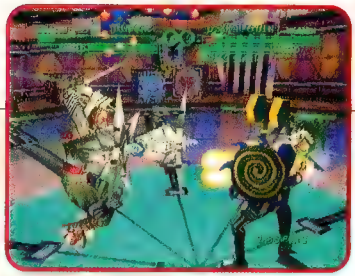
## Tons Of Moves... Buckets Of Blood

Mortal Kombat 4 may be hogging Midway's fighting game spotlight right now, but a wilder game is rearing to get its share of the attention. Bio F.R.E.A.K.S. is a violent 3D fighter that has more blood and special moves than you can shake a cybernetic limb at.

Each of the eight warriors is loaded with attack options. We're not kidding when we say these fighters have a lot of moves—they have more special attacks and combos than any character from any MK or SF game. The Bio F.R.E.A.K.S. characters have everything in their arsenal: projectiles, throws, juggles, sidesteps, combos (of the tap-tap variety)...they can even sever limbs or kill with one well-placed move (called mutilations).

All the fighting takes place in open arenas. You can fly around and hit your opponent from just about anywhere. Some stages have damaging factors (like lava) and some have multiple tiers (like in Bushido Blade).

While Bio F.R.E.A.K.S. is a far cry from being a solid technical fighter, like Dead or Alive or Tekken 3, it has plenty going for it. It certainly looks and plays better than most of Midway's other attempts (remember War Gods?...or would you rather forget?). If you're looking for unrealistic and violent action, you may want to give Bio F.R.E.A.K.S. a try.



**Decapitato!!!**

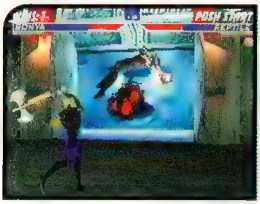
| Publisher/Developer | Players/Genre | % Done | Release |
|---|---|---|---|
| Midway<br>Eurocom | 1-2<br>Platform | 80 | June<br>1998 |

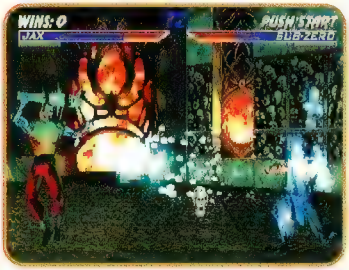
Web Address: www.midway.com

# Mortal Kombat 4

The PlayStation version of Mortal Kombat 4 is well on its way. The beta that we're playing looks promising: The speed, animation and graphics are right on par. In fact, with a few minor tweaks (including fixing some slowdown), MK4 can end up being one of the best-looking polygonal fighting games on the PlayStation outside of Tobal No. 1.

Everything about the gameplay is intact: the moves, combos, fatalities and weapons. The PlayStation version will have a few extras, including new modes of play and secret characters (so far, Midway tells us Goro and Noob Saibot will be in).





**Uncle Fester's (that's Quan Chi to you and me) giant green skull heads straight for some Scorpion meat...if you catch our drift...**

# C: The Contra Adventure

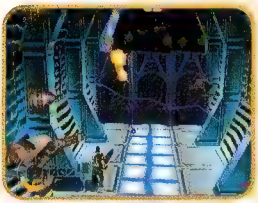
| Publisher/Developer | Players/Genre | % Done | Release |
|---|---|---|---|
| Konami<br>Appaloosa | 1<br>Action | 70 | August<br>1998 |

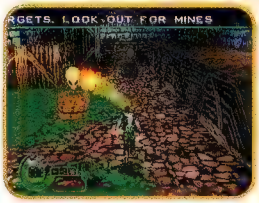
Web Address: www.konami.com

## Contra Goes Back To Its Roots

After the fully 3D (and very disappointing) Contra: Legacy of War was shunned by press and hardcore Contra fans, the Appaloosa development team has opted to take the next game in the series back closer to its roots—kinda.

C: The Contra Adventure is a mixture of 2D and 3D gameplay whose environments are similar to those found in the SNES Contra game. The first stage, for example, resembles the SNES' metallic city level, but this time polygonal backgrounds and foregrounds provide the ledges, obstacles and scenery. The gameplay mechanics are the same, but the look is entirely different. There are also two different types of 3D levels. One is eerily similar to Legacy of War, because you view the action from overhead in a 3D environment. Many of the jungle levels are presented in this fashion and have different paths that can be taken by jumping onto raised hills and pathways you open up by blasting down gates. The second type of 3D level design is vaguely similar to Tomb Raider, but strictly linear. Again, SNES players will immediately recognize the 3D fortress interiors where electric gates and enemies must be mowed down before progressing to the next area. If any of this seems a little overwhelming, don't worry, there's a Basic Training Mode that will step you through the game's 3D mechanics.






The Basic Training Mode will get you used to things quickly.

With most of us being avid Contra fans, we're glad to see that Appaloosa is developing Contra while keeping an eye on the original. But it is a little frightening because there was no Two-player Mode in the version that we played. This is almost mandatory in a Contra game, and we hope that it gets implemented by the time we review it.

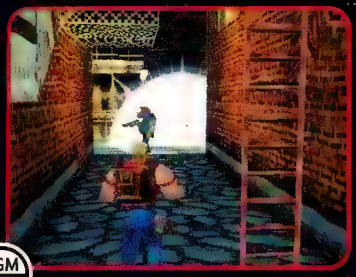
| Publisher/Developer | Players/Genre | % Done | Release |
|---|---|---|---|
| GT Interactive<br>n-Space | 1-2<br>Action | 50 | October<br>1998 |

Web Address: www.gtgames.com

# Duke Nukem: Time To Kill

Duke Nukem: Time to Kill is an all-new action game starring everyone's favorite bad-ass. This time, the aliens have resorted to the old use-time-travel-to-destroy-everything-in-the-past trick so prevalent in today's games (see Crash Bandicoot 3, Rascal, etc.). Duke Nukem must visit four different time periods, ranging from modern day to Roman Times, to save humanity.

The highlight of Time to Kill is the different themes Duke takes on when time travelling. In the Old West, for example, he'll be wearing a cowboy outfit and using dynamite, six-shooters and Gatling guns. When Duke visits the Medieval period (a prerequisite era in any time travelling game), he'll have to face off against sorcerers and pig cops wearing kilts (which Duke isn't too happy about—don't worry, he's not afraid of voicing his opinions on these matters).



Time to Kill, unlike Duke's previous adventure, will be played from a third-person perspective. To insure Duke's body won't get in the way of any action, the programmers have put in a "ghosting" feature, which turns Duke translucent when you need to see through him. Also, the game will have a free-look Sniper Mode. This gives you pinpoint accuracy when targeting any opponent on the screen.

So far, A Time to Kill looks like it'll have everything a Duke fan could want: carnage, attitude, skimpily dressed women and much more. As long as Duke Nukem keeps his rough personality and unique charms, we're sure the game will be a hit.

| Publisher/Developer | Players/Genre | % Done | Release |
|---|---|---|---|
| Bandai<br>Bandai | 1<br>Action/Adv. | 50 | 4th Qtr.<br>1998 |

Web Address: www.bandai.com

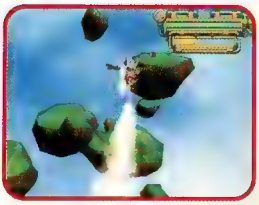
# Tail Concerto

## Dogs, Cats and Floppy Robotic Arms

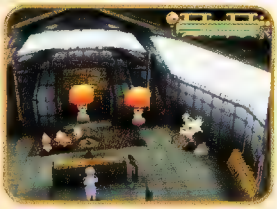
Just when you thought the world was filled with too many 3D action/adventure games, Tail Concerto comes over from Japan. This title takes place in a kingdom called Playlia which consists of a bunch of floating islands populated by dogs and cats. The story revolves around a mystical crystal with special powers a gang of evil cats wants to recover. And like most stories of struggle, if this powerful crystal gets into the wrong hands, bad things will happen. Luckily that's where Waffle, a member of the Kingdom police, comes in. He's strapped into a strange mech-like vehicle with floppy arms, bubble gun and other wacky items.

The gameplay is fairly simple and consists of exploring 3D worlds, capturing evil cats and defeating Bosses every now and again. As mentioned, the idea is to stop the Black Cat Group from finding the crystal which awakens the strangely named Huge Iron God. As you walk around, cats throw bombs from airships which you can in turn pick up and throw back at them to stun the little bastards. Then you simply throw the dizzy cats in your teleportation backpack and they get shipped off directly to prison.

Most items are gained by breaking boxes you come in contact with. Even items inside people's houses can be picked up and broken, although none of the tables and chairs we destroyed yielded any power-ups. The environments are brightly colored and have a definite Japanese look to them. In fact, some areas look very similar to Mega Man Legends. There's plenty of story to go through as well via incredible-looking anime FMV, but the version we received was in Japanese so we missed the dialogue. The characters in Tail Concerto were designed by the same people behind the anime TV series *Vision of Escaflowne* from Bandai Visual. On a side note, Tail Concerto should support Sony's Dual Shock controller.



**In one area your mech suit is fitted with a jetpack. Now the game's like PilotWings.**



**The camera in some areas is fixed on the wall and pans as you walk back and forth.**

| Publisher/Developer | Players/Genre | % Done | Release |
|---|---|---|---|
| Jaleco<br>Jaleco | 1-2<br>Fighting | 40 | 4th. Qtr.<br>1998 |

Web Address: www.jaleco.com

# Dragon Seeds

**Once you have entered two commands for your dragon, the commands are executed. Watch out for powerful energy attacks, which can be devastating if they connect, but can be reflected back at your opponent.**

If you like virtual pets or are a fan of Tecmo's Monster Rancher, Jaleco's Dragon Seeds might be right up your alley. Creating your dragon, much like with Monster Rancher, can be half the fun.

There are two ways to create Dragon DNA. One is by reading save games off of a memory card. In each game you create a different dragon. The second way is by creating strands of DNA using keywords. Each word determines the strength and ability of your dragon fighter.

There are two modes of play—Story and Battle. In Story Mode you work your way up the ranks through each fighting division. Wins nab you credits with which to purchase power-ups. Battle Mode is for two-player matches.

Dragon Seeds' battle system is turn-based, not real-time. Both fighters choose two moves and then the dragons execute them. Dragons can reflect more powerful attacks, block, advance, retreat or strike with its weapon. Depending on how skilled or how evolved it is, it can attack and evade quickly. The dragon left standing at the end or with the most energy left over is the victor.

Jaleco has yet to announce if Dragon Seeds will make its way stateside.

**Some dragons don't resemble dragons at all, like this flying insectoid dragon.**

**If both dragons execute the same attack at the same time, both dragons will suffer damage.**

**Warning:** This is a preview of a Japanese title that may or may not be released in the U.S. It is designed to run on a Japanese system. **Import at your own risk.**

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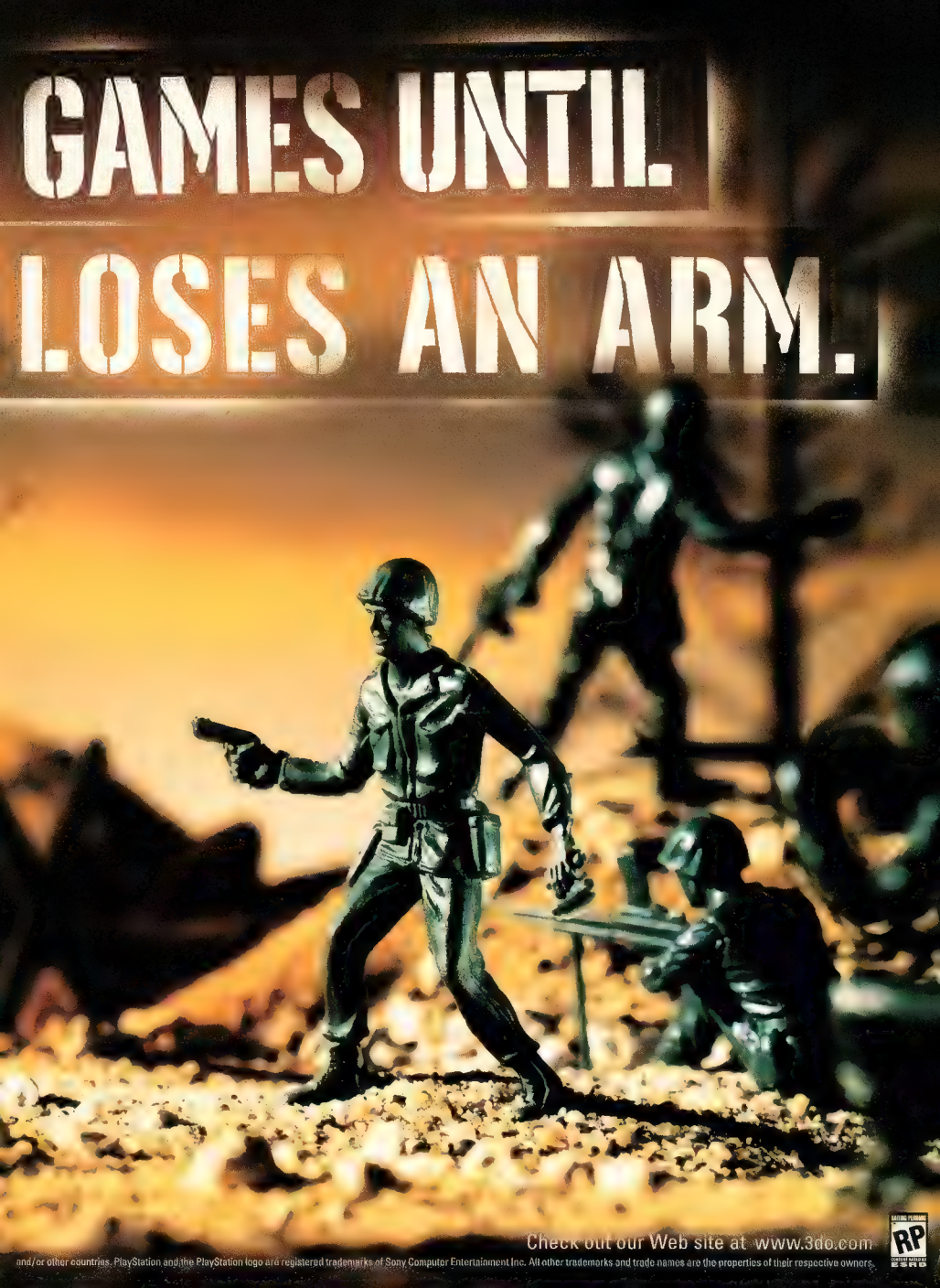
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PLAYSTATION

# Small Soldiers

| Publisher/Developer | Players/Genre | % Done | Release |
|---|---|---|---|
| Electronic Arts<br>DreamWorks Int. | 1-2<br>Action | 30 | August<br>1998 |

Web Address: www.ea.com

## The Bad Toys Are The Good Guys

You've heard of the movie. Soon you might be playing the game. The thing is, the game isn't really much like the movie. After all, if you see the movie when it comes out, the game's plot would be ruined. That's why DreamWorks is taking advantage of the characters' ready-to-use backstories and is making a game out of those.

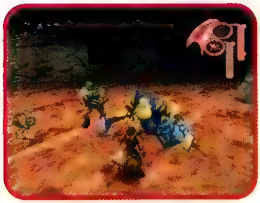
Basically the game takes place on what would be the toy characters' home planets if they had such things as home planets. You have the good guys called the Gorgonites and the bad guys called the Commando Elite. Each of the levels has certain objectives you must complete, while destroying any commandos who get in your way.

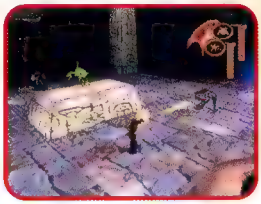
On top of all the characters from the film, DreamWorks is making a few additions of its own. On the Commando side you'll see an array of mechs and on the Gorgonite side, a variety of strange creatures.

One of which is best described as a whoopee cushion filled with noxious gas. Gun turrets and big mechs can actually be used by jumping into them.

On top of big guns like the ones on the mechs and turrets, your main character has a bunch he can find. Since the Gorgonites use a lot of spiritual energy, their weapons usually consist of some sort of energy bolt or wave. Because of this, the game has a load of colored lighting and special effects. Other items and power-ups can be found as well, one of which allows you to bring a Gorgonite ally into the action. Depending on what type of Gorgonite you summon, the help you receive can be more defensive or offensive.

Small Soldiers also sports a variety of two-player modes for extended replay. Like most "deathmatch" games, Small Soldiers gives you a Frag Mode where you simply have to search and destroy the enemy. There's also a Capture the Flag Mode and two other modes which add a little strategy to the mix.



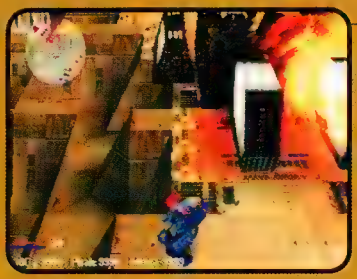


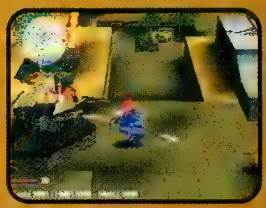
**Some power-ups allow you to transport in your Gorgonite chums. You don't control them but they can definitely help you out in a pinch.**

| Publisher/Developer | Players/Genre | % Done | Release |
|---|---|---|---|
| [illegible] | [illegible] | [illegible] | [illegible] |

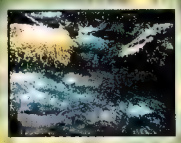
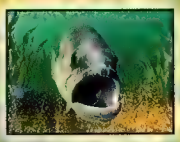
Web Address: [illegible]

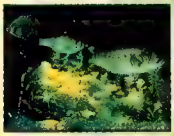
# L.A.P.D. 2100 A.D.





**The levels in the game represent Los Angeles in the future. Strange, but isn't this how it looks right now?**



# REEL FISHING™

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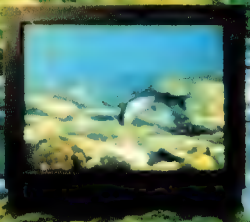

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# Macross VFX 2

| Publisher/Developer | Players/Genre | % Done | Release |
|---|---|---|---|
| Bandai<br>Bandai Visual | 1-2<br>Action | 20 | 1st Qtr.<br>1999 |

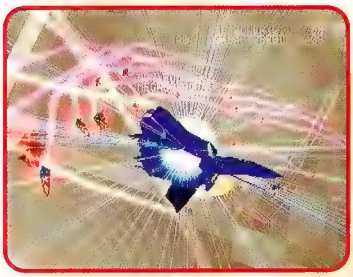
Web Address: www.bandai.com

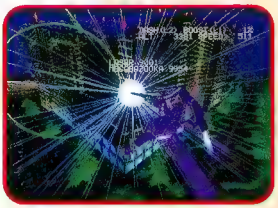
Even the most die-hard *Robotech*/*Macross* fans will agree that Macross Digital Mission VFX—released last year in Japan (where it tanked)—was a lousy game. But Bandai looks to be fixing everything that was wrong with the original for this sequel, and this time the game's coming to the United States.

Like the first game, VFX 2 has you flying one of several Valkyrie fighters in dogfighting and ground-based missions, except now the graphics and controls are much improved. You have more freedom of movement with your fighter, the combat areas are much larger and the new lock-on camera makes it easier to track enemies. VFX 2 also packs more selectable fighters—at least 10, from the entire *Macross* series. As before, each can transform into its three modes.

The graphics in the early version we played are stunning, with incredible lighting effects accompanying every explosion and weapons launch. Expect no shortage of the detailed robots and helter-skelter missile swarms that are the hallmark of the anime series.

**Your fighter's arsenal includes lasers, grappling beams, missiles—even nukes.**

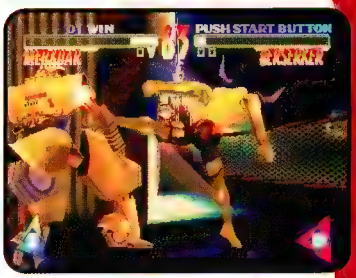




| Publisher/Developer | Players/Genre | % Done | Release |
|---|---|---|---|
| Bandai<br>Banpresto | 1-2<br>Fighting | 60 | 4th Qtr.<br>1998 |

Web Address: www.bandai.com

# Critical Blow



From the get-go Critical Blow seems to be very average. The graphics are sharp but simple, the moves are Street Fighter-inspired and there's only one Kick and one Punch button for most moves. But there are some unique additions to Critical Blow that make it an interesting 3D fighter. Besides the Punch and Kick buttons there are the Action and Card buttons for more moves. The Action button lets you do rolls and throws, while the card button is used in the Trading Mode to pull off technique moves.

There are the usual modes of play but there is also a Theater and Trading Mode added. The Theater Mode puts you in control of Rickey (the main character of sorts) who seeks revenge for the death of a loved one. As you might expect, there are FMV sequences which change into polygons when the fights begin.

The other mode, the Trading Mode, is where Critical Blow really shines. The Trading Mode allows you to essentially create your character from scratch. You can't pick the type of clothing he or she is going to wear, but you can pick and choose most of his/her offensive and defensive attributes. After picking one of the characters available in the other modes, you start the Trading Mode trying to obtain cards from your opponents after beating them. These cards can be used to gain different attributes such as Auto Guard and Slow Motion. This is where the Card button comes into play. Some cards allow you to pull off special moves which can give you a speed, power or health boost. One of the coolest things about this Trading Mode though is you can save your beefed-up character to a memory card and use him/her in the other game modes or against a friend.

| Publisher/Developer | Players/Genre | % Done | Release |
|---|---|---|---|
| 3DO<br>Cyclone Studios | 1-2<br>Action/Strategy | 30 | 4th Qtr.<br>1998 |

Web Address: www.3do.com

# Uprising X

Uprising's complexity on the PC made porting it to the PS a tough task. After all, it's pretty hard to translate so many keyboard commands and controls, and we're pretty sure that's why 3DO opted to make Uprising X a more action-oriented game. But don't worry, that's not necessarily a bad thing at all. Hopefully.

Uprising X puts you in the cockpit of a tank-like "Wraith" that has the ability to morph when it picks up new weapons. Although this vehicle can do plenty of damage as it roams about the 3D landscapes, Uprising X's complex missions require you to use infantry, gunship, tanks and bombers to complete your missions. Different views will enable you to see the action, and there's sure to be plenty of it. 3DO promises that the computer's artificial intelligence will be "smarter than you are," and that should make for some interesting battles. If you're not keen on taking on the difficult computer AI alone, team up with a friend using the Two-player Cooperative Mode.

Uprising X will be an interesting game to watch. The version that we played was very early, but it gave us a good feel for the game. We'll do another preview once it gets closer to being finished.

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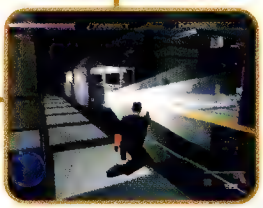
# PLAYSTATION

## Syphon Filter

Playing as secret agent Gabriel Logan you'll have to stop biological terrorists who threaten the world with a deadly virus called the Syphon Filter. Not your ordinary virus—it kills selectively. Look for this action/shooter in November.

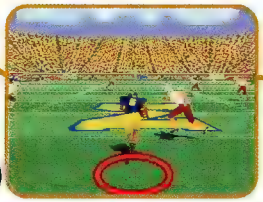


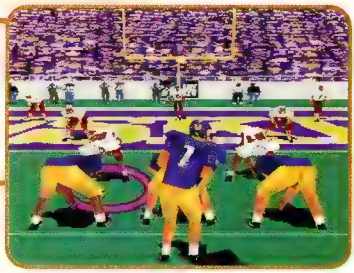
## International Superstar Soccer Pro '98

How do you improve upon a game that's already near-perfect? Such a challenge may sound impossible, but we have faith that Konami will find some way to make it better. We suggest smarter goalies and an official license if possible.

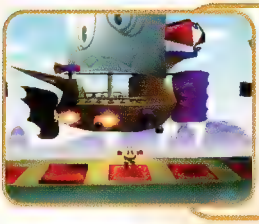
## NCAA GameBreaker '99

A stronger 3D engine in addition to Dual Shock capability are just some of the features included in the new GameBreaker. Plus, more of the stuff that made it great the first time: 111 teams, 113 stadiums and a whopping 2,200 plays.

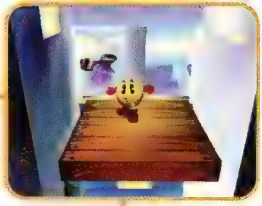




## Pac-Man 3D

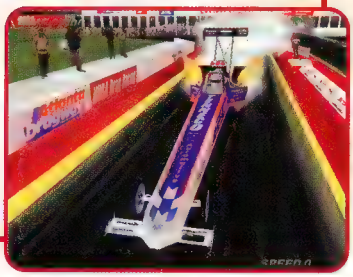


This game has been in the works for quite some time. Pac-Man 3D from Namco gives the old-time mascot a true polygonal makeover. As you can see, the game looks a lot like Croc with bright, colorful graphics you'd expect from a Pac-Man game. Since it was being talked about at last year's E3, hopefully it'll be closer to completion this year.



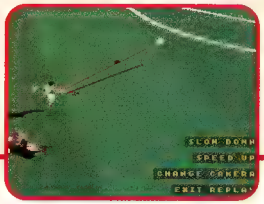
## NHRA Drag Racing

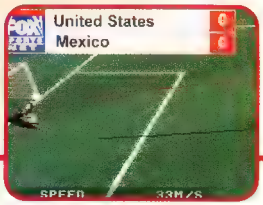
Soon available for the PC, this RMC Interactive title will also be ported over to the PlayStation. Expect much more than simply keepin' it straight down the line.



## FOX Sports Soccer 99

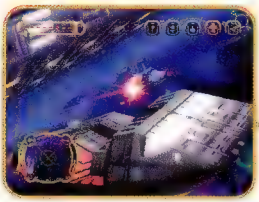
Very interesting. Fox makes a sports game when they don't have it on TV. This product is still very early in development—watch for more shots soon.




## Invasion From Beyond

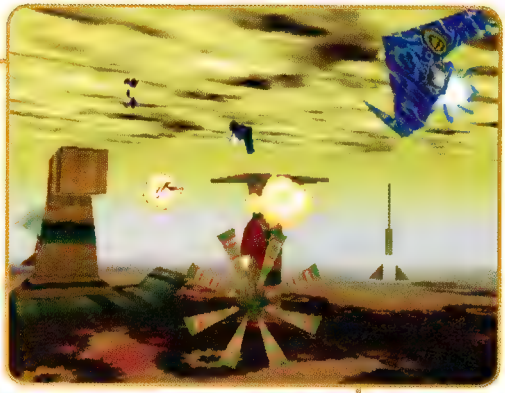
It's hard to tell if you actually control the craft in this sci-fi shooter or if you just man the guns. Whatever the case, the graphics look incredible as do the lighting effects. What's with this guy's moustache?

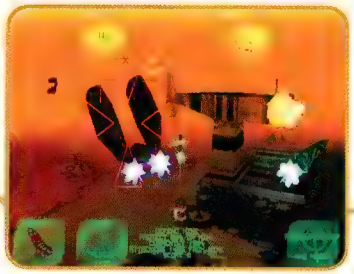


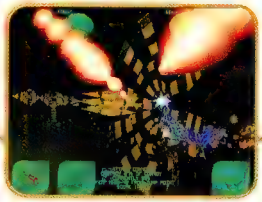
# PLAYSTATION

## Xenocracy

Play the part of a U.N. officer trying to keep the peace between Venus, Mercury, Earth and Mars. Developed by Simis and published in Europe by Grolier, this has yet to find a U.S. publisher.

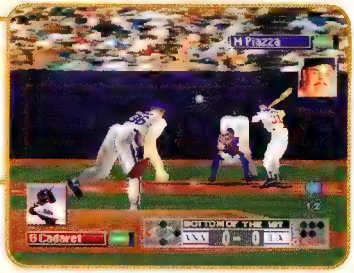






## MLBPA Bottom of the 9th '99

Konami's Bottom of the 9th series has been up and down in terms of quality. Hopefully this will be an "up" year. Baseball fans should note the lack of an MLB team license.



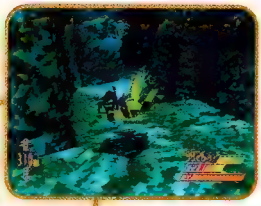
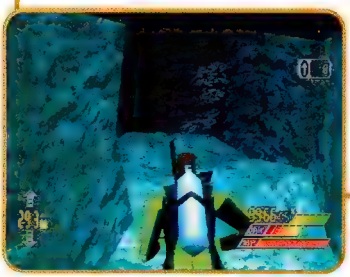
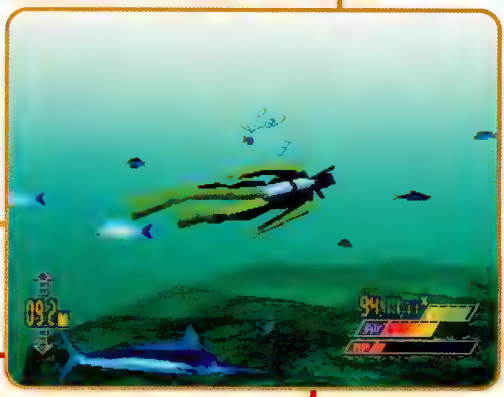

## NHL FaceOff '99

Sony tells us the new FaceOff will look even prettier with a state-of-the-art game engine, twice the amount of textures and 20 percent more polygons. We can't wait to play this one with the Dual Shock controller. The game is due out in November.

NFL
XTREME
AFTER THE COIN TOSS, ANYTHING GOES.
COMING JULY 15.
EVERYONE
E
CONTENT RATED BY ESRB
PLAYERS
PlayStation

## G Shock

Did somebody say Treasures of the Deep? From what we've seen G Shock from Konami puts you in the fins of a diver who goes on a variety of underwater adventures. Little is known about the title but the graphics are looking quite nice so far.

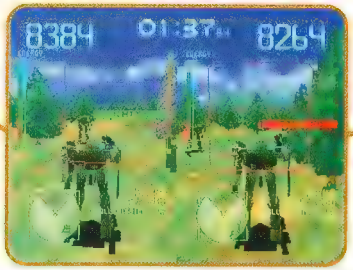




## FOX Sports Golf 99

If you're wondering what this game will play like, try VR Golf. This is a version of Gremlin's sequel VR Golf 2.

## Armored Core: Project Phantasma

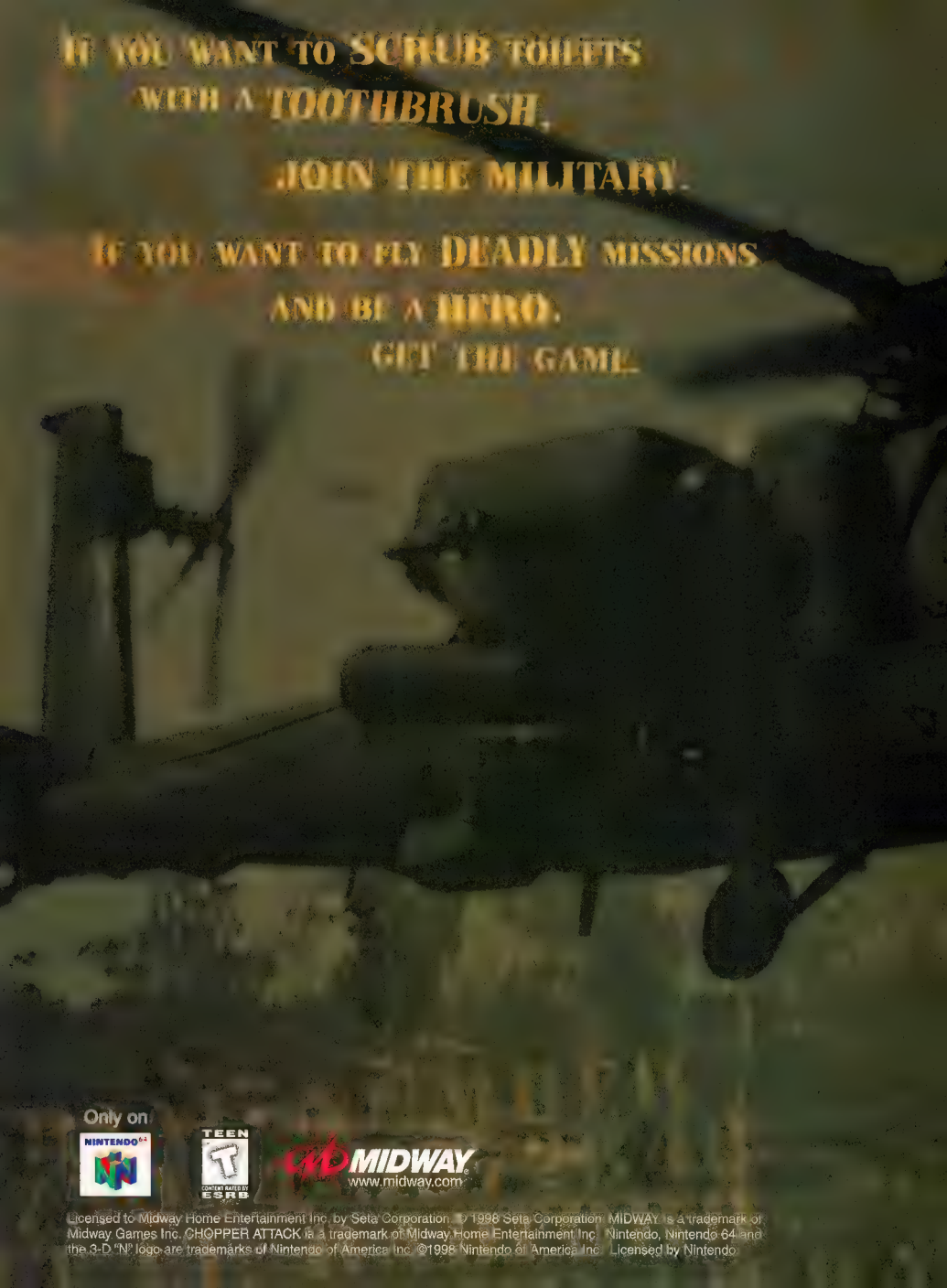
What seems to be an Armored Core add-on of some sort comes from ASCII and puts you in 17 new missions with more weapons, arms, torsos and legs for your mech. It supports all of the modes found in original Armored Core and has the same graphics.



## Sacred Fist

Konami's next fighting game is still very early in development and few details have been released as we go to press. Expect Dead or Alive style gameplay with hi-res visuals.

DEAD OR ALIVE
LIVE TO FIGHT
AVAILABLE NOW
TECMO
PlayStation
TEEN
AGES 13+
CONTENT RATED BY ESRB

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Seven types of weaponry, including five types of missiles.

Mission 2. Rescue the hostages.

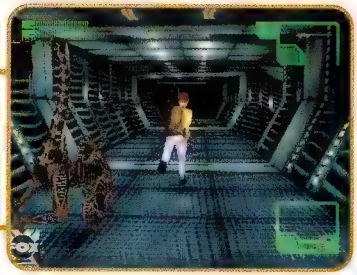
More than ten different types of enemy aircraft and tons of ground targets.

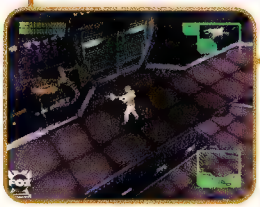
You don't have time for polishing porcelain. You need to be taking on eight of the deadliest missions ever handed down to a pilot. Rescuing POWs under enemy fire. Protecting Air Force One from being blown out of the sky. Taking out terrorist installations. Tell your recruiter the haircut will have to wait. You're busy.

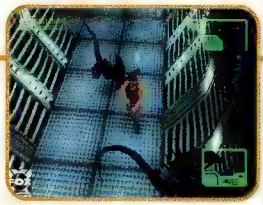
CHOPPER ATTACK

## Alien Resurrection

Fully 3D and loaded with movie cut-scenes, this Aliens game should be much more enjoyable than the disappointing movie. We must admit, these screenshots make it look pretty good so far.

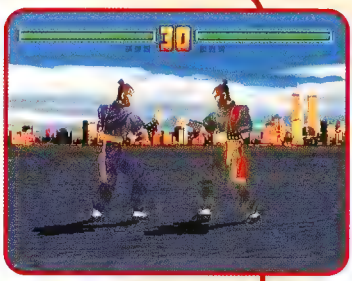


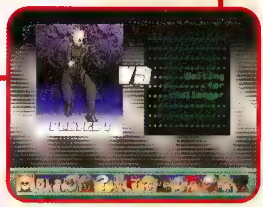




## Fighter Maker

Seeing as how just about every developer has made a fighting game, why can't you? ASCII's Fighter Maker lets you design moves for a huge variety of character templates, then save 'em to your memory card. Still, we doubt Capcom and Namco will be quakin' in their boots when FM hits this winter.





## Dead Ball Zone

From GT Interactive. In the future, after the outside world has been decimated, humans live in geospheres. Out of boredom, they create a brutal soccer-like game where anything goes.

## V2000

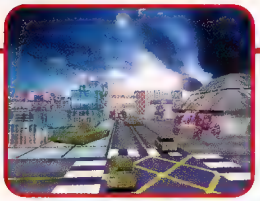
This 32-Bit update to the Amiga classic, Virus, has you saving civilians from aliens while researching weapons. Developed by Elite programmer David Braben, it is without a U.S. publisher.

## Streak

This is a hoverboard racing game that plays like a hybrid of Cool Boarders 2 and WipeOut. Developed by SingleTrac, it's looking very impressive for a preview next month.

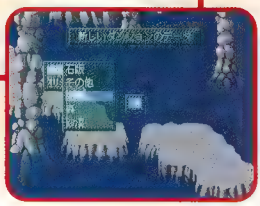
## Shadow Gunner

Ubi Soft prepares to take the mechwarrior genre to new levels. Shadow Gunner, due out this summer, will involve fisticuffs as well as plain ol' shooting.



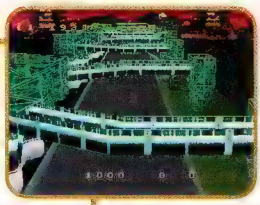
## RPG Maker

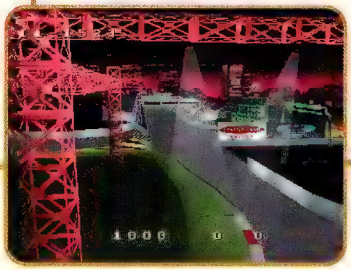
Every RPG fan's dream is to make his or her own grand adventure, right? Well now, thanks to ASCII, that's going to be possible. Coming later this year, RPG Maker allows gamers to create an RPG from scratch. You can design your own characters, magic spells, monsters, dungeons and so on. Sounds awesome!



## Jeff Gordon Racing

As the name suggests, this racer from ASC Games features Jeff Gordon's NASCAR racing in a variety of tracks (some even at night apparently). The game also seems to have some nice graphic effects as evidenced by these early development station shots. Exclusive info coming soon.

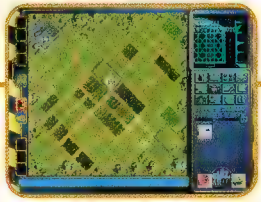




# PLAYSTATION

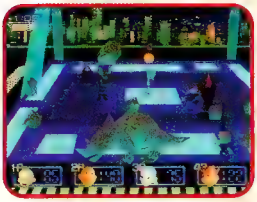
## Constructor

Constructor puts a comedic twist on the classic SimCity formula. Hire workers, collect rent and construct buildings...all while working with the mob. Acclaim will be porting this addicting PC game to the PS.



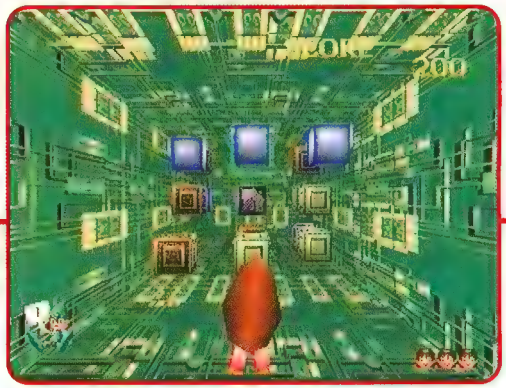
## Poy Poy 2

This sequel to Konami's original multi-player blast fest is on its way. Part two features new levels and characters and multi-leveled environments.



## Hit Back

The first word that comes to mind when viewing Hit Back is WEIRD. The levels seem to take place everywhere from an Egyptian tomb to the inside of a computer. This one's coming from ASCII at the end of this year.

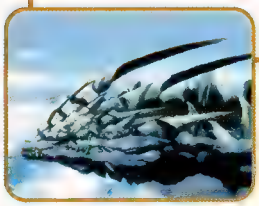
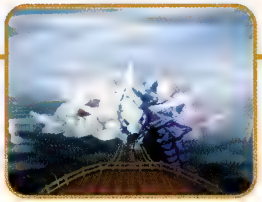


## Brunswick Bowling

With the exception of ASC's Ten Pin Alley, bowling sims are quite rare. Brunswick Bowling shuns the silliness and offers a serious sim complete with direction, spin, velocity and English controls.

## Tales of Destiny

Namco's Tales of Destiny is the company's first major U.S. RPG, and the sequel to the popular Super Famicom RPG, Tales of Phantasia. The game features gorgeous anime artwork, vast lands and a unique side-scrolling battle system unlike anything you've seen before. Watch for it this fall.

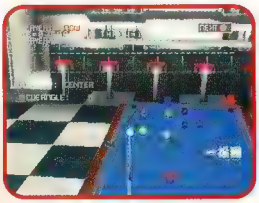



## Adidas Power Soccer 98

This new sequel will spotlight a lot of new features. Among them: 60 special combo moves, 34 fully rendered stadiums, 350 all new motion-capture animations and a whopping 450 club and national teams. In addition, a huge player stats database includes 10,000 real-life players.

## Backstreet Billiards

There hasn't been a good pool game in some time. Backstreet Billiards from ASCII pretty much has it all: A quest mode where you can compete against a range of players (and then use your winnings to buy new equipment), a Trick Mode, 3D graphics and an option where you can insert your own music CD.



## Kartia

Formerly known as Rebus, Kartia is Atlus' first original entry into the world of Strategy/RPGs (like FFT). The character designs are from Yoshitaka Amano (artist from FF I-VI).

A TWO-TON TRUCK ISN'T THE ONLY LOAD
YOU'RE ABOUT TO DROP.

NUMBER ONE ARCADE HIT

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## A LICENSE TO DRIVE LIKE CRAZY.

RACE EACH TRACK INDIVIDUALLY OR TRY YOUR LUCK ON A CIRCUIT.

EIGHT TRUCKS TO CHOOSE FROM, EACH PERFORMS DIFFERENTLY OVER DIFFERENT TERRAIN.

WIN UPGRADES FOR EXTRA TURBO BOOSTS, MORE ACCELERATION, BETTER TIRES, BETTER SHOCKS.

WITH UP TO 220 MPH OF BALLS-TO-THE-WALLS RACING OVER THE MOST BRUTAL OFF-ROAD SURFACES, YOU'D BETTER WEAR A SEAT BELT. NOT TO MENTION A DIAPER.

NINTENDO 64

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TEEN

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**Warning:** This is a preview of a Japanese title that may or may not be released in the U.S. It is designed to run on a Japanese system. **Import at your own risk.**

# Vampire Savior

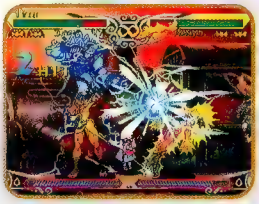
| Publisher/Developer | Players/Genre | % Done | Release |
|---|---|---|---|
| Capcom Co., Ltd.<br>Capcom Co., Ltd. | 1-2<br>Fighting | 100 | Now<br>Japan |

**Web Address:** www.capcom.co.jp

## Another Perfect Capcom Port For Saturn

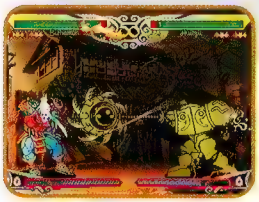
As the schedule for new Saturn games in the U.S. finally reaches its end, it's time for the die-hards to start looking elsewhere to keep their Saturn appetites satisfied—like Japan. Over there, new games are still arriving weekly, and thanks to the new 4-Meg RAM cart that debuted last November with X-Men vs. Street Fighter, Capcom fans are still getting near-perfect (literally) ports of all of Capcom's great 2D fighting games. The latest of these is Vampire Savior, the third installment of the DarkStalkers series.

Unbeknownst to many (but knownst to us), there were two newer DarkStalkers games released in Japan that never came here—Vampire Savior 2 and Vampire Hunter 2. Both were mere minor upgrades to VS, but featured the return of characters from DarkStalkers 2 that didn't make it into Vampire Savior—Huitzil, Pyron and Donovan. Fortunately for DS fans, all three characters are immediately available in the Saturn version of Vampire Savior, along with a couple of hidden ones.



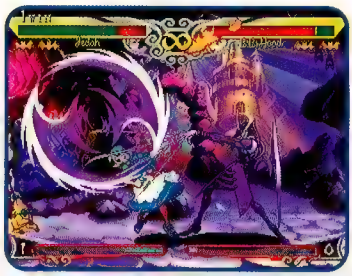
Saturn Vampire Savior reproduces every single frame of animation from the arcade game gorgeously.

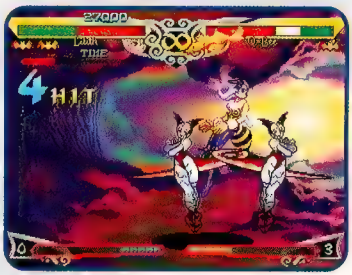
The gameplay is similar in many ways to Night Warriors, but there are several new features that haven't been seen before. For one, there's the new Impact Damage Gauge system. Instead of having three-round fights, now everything takes place in one extended continuous round. Sort of. You see, underneath each character's life meter are two bat-shaped icons. When your energy bar is completely drained, you'll lose a bat, and your bar will refill. If your bar gets drained again, you lose. Also new with the life bars is "permanent" damage and "temporary" damage. Now there are some attacks that will make your life bar turn white instead of red. These white areas of damage can slowly regenerate, allowing you to get back some lost energy. Any part of your bar that turns red is lost for good though.



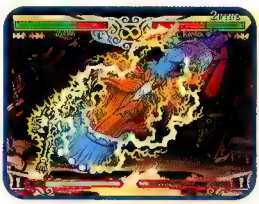
The other new feature of Vampire Savior is the ability to perform "Dark Force" maneuvers. These special moves, which use up part of your special bar (they're activated by pressing P+K together) unleash different effects depending on which character you're playing as. There are six different types of Dark Force maneuvers in total.

As you'd expect, thanks to the 4-Meg RAM cart (which is required to play the game), everything about Vampire Savior is arcade-perfect, and load times are virtually non-existent. Best of all, once you beat the game, you can access a special Options Screen that lets you switch the language of the game from Japanese to English! If that's not a perfect reason to import, then we don't know what is. If you're a Capcom arcade fan and own a Saturn that can play imports, we strongly suggest you look into Vampire Savior—you won't be disappointed.





The new Dark Force maneuvers have varying effects, depending on which character unleashes them.





インターナショナル　プリビューズ

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X-Men vs. Street Fighter. The collision of two explosive universes in one fantasy fighter.

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PlayStation®

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CAPCOM

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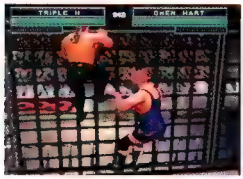

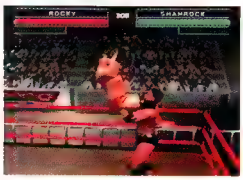


**The Biggest Names in the World Wrestling Federation®**
Steve Austin, Shawn Michaels, The Undertaker, Kane, Ken Shamrock, Rocky Maivia, Triple H and more!

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Photo-realistic polygonal wrestlers and 3-D environments.

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Customize a wrestler's gender, body, face, strength and costume.

**Over 300 Motion Captured Maneuvers from the WF's Finest**
Finishing moves like "The Stone Cold Stunner" and Shawn Michaels' "Sweet Chin Music."

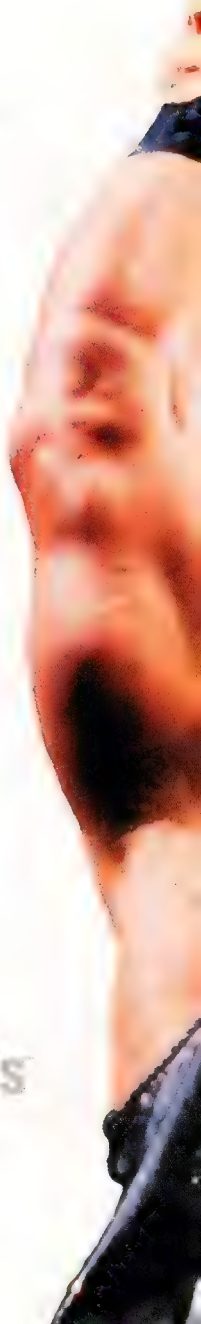
**The Only Professional Wrestling® Game with 2-Man Commentary**
Vince McMahon and Jim Ross bring you the action from ringside.

**Wrestle in Multiple "True To The Ring" Matches**
Steel Cage, Gauntlet, Weapons, Royal Rumble and WF Challenge.

**4-Player Action**
One-on-One, Tag Team, Three- and Four-Player War Mode.

# WF WAR ZONE™

sweat the details



RATING PENDING
RP
CONTENT RATED BY ESRB

NINTENDO64

PlayStation

GAME BOY

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Stone Cold Steve Austin™
World Wrestling Federation® Champion

# Virtual On 2

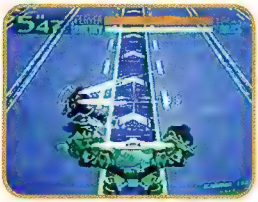
## The Virtuaroids Are Back

| Publisher/Developer | Players/Genre | % Done | Release |
|---|---|---|---|
| Sega of Japan<br>Sega of America | 1-2<br>Fighting | N/A | 2nd Qtr.<br>1998 |

Web Address: www.sega.com

Virtual On did not sell all that well in the States. The concept was original, especially for the time it was conceived. A fighting game like no other: Two robots do battle on a huge 3D playing field with a wide array of armaments, including the ability to fly for a short time. Just because the game didn't do as well as Sega had anticipated, didn't mean the game wasn't enjoyable. Nor did it mean that people didn't eventually explore all VO had to offer.

Enter VO2, one of the best-looking games yet to appear on Model 3 Step 2, and arguably the most fun (with the possible exception of Sega Rally 2 for racing fans). The basic game controls used in the original remain the same: two joysticks, each equipped with a trigger and a turbo button. The left joystick controls the weapon attached to the robot's left hand and the right joystick controls the weapon attached to the right hand. A variety of joystick and button combinations can be executed to create more than double the number of attacks than the previous game.



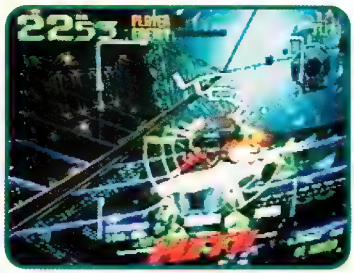

Lots of new mechs with lots of cool weapons await you in Virtual On 2. Hopefully the game will actually come to the States. C'mon Sega...

VO2 does offer significant improvements over its predecessor, in more than just spectacular graphics. Four more Virtuaroids (not to be confused with their evil counterpart, The Hemorrhoids) have been added to the selection, making a total of 12 you can choose from. A couple of the new robots are larger with excellent weapons but slower speed. While the other two are smaller with mediocre weapons and excellent speed.

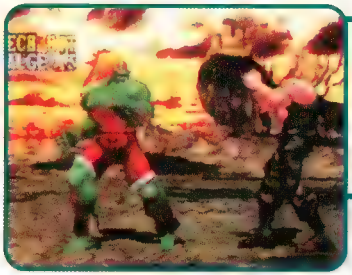
All the Virtuaroids have a couple of added abilities as well. The Dash remains the same (simply push joystick in the direction you wish to dash and press the turbo button, hit the turbo again to cancel in mid-dash), however one new ability is side-stepping. To quickly move around to your opponent's side, get in close and then press both buttons on the stick at the same time. This added ability makes close range combat more realistic as opposed to running up, slashing with a sword and running away again. Another new ability to help you kick ass is the Mid-Air Dash. While jumping, press the joystick in the direction you want to dash and the turbo button. Press the trigger at the same time to do a mid-air dash attack. This helps with air maneuverability and adds a possible sneak attack.

Thankfully the flashy effects that made the first one so fun are back. But there's more that makes VO2 so good.

Last off, Virtual On 2 offers more backgrounds to fight on. These backgrounds are incredibly detailed thanks to the hardware, and include more indoor/outdoor arenas and spacefaring backgrounds. There is a possibility this game will not reach the states, but with the hype in arcades and newsgroups around the globe, it would be a huge mistake on Sega's part. VO2 is a masterpiece, pure and simple.



## Street Fighter EX2



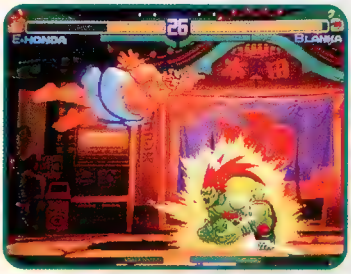
Street Fighter EX 2 just keeps looking sweeter. Besides the addition of "Custom Combos" and Vega and Blanka, there are two new characters. The newbies are both women, and their attacks look pretty deadly and the returning characters all have new moves as well. SFEX2 is on test now, with a nationwide release after that. We should have more info on this one soon.

## Soul Caliber

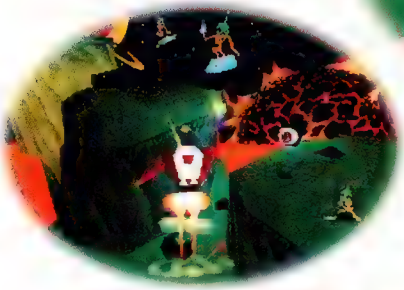
The follow-up to Namco's Soul Edge is on test right now. Almost nothing is known about it as of press time, however from released screens, we can tell that Voldo and Sophita are returning and there are new characters and weapons.

## Street Fighter Alpha 3

Possibly the best-looking SF yet, SFA3 has four classic characters returning to the fold: Cammy, Vega, Blanka and Honda. A new character is present as well; her name is Karin. It also appears that all characters from previous Alphas will be returning, for a grand total of 23 characters! Woo hoo! Not much else is known about this monster SF game, except that it will be extremely awesome (I mean, come on, Blanka's in it!!)



Some superhero. He doesn't even know the definition of fearless and courageous.



No x-ray eyes. No fancy-schmancy belt. What's so special about this guy?

PlayStation

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Why does this wiseguy get all the glory?

A superhero should eat his protein. Not ride around on it.

What kind of superhero hangs around with floozies?

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# Coming soon

Compiled by: John Stockhausen

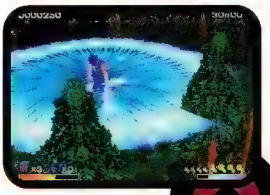
For an insanely up-to-date release list, check in the news section of www.videogames.com for the Videogames.com Game Calender.

## PLAYSTATION

| | | | |
|---|---|---|---|
| Azure Dreams | Konami | June | RPG |
| Batman & Robin | Acclaim | June | Action |
| Bio F.R.E.A.K.S | Midway | June | Fighting |
| Crime Killer | Interplay | June | Action |
| Dead Ball Zone | GT Interactive | June | Sports |
| Elemental Gear Bolt | Working Designs | June | Light Gun |
| Fox Sports Interactive Golf | Fox Interactive | June | Sports |
| Fox Sports Interactive Soccer | Fox Interactive | June | Sports |
| The Granstream Saga | T*HQ | June | RPG |
| Jeremy McGrath Supercross 98 | Acclaim | June | Sports |
| Jersey Devil | Sony Computer Entertainment | June | Action |
| Mortal Kombat 4 | Midway | June | Fighting |
| N2O: Nitrous Oxide | Fox Interactive | June | Shooter |
| Vigilante 8 | Activision | June | Action |
| WarGames: Defcon 1 | MGM Interactive | June | Act/Strategy |
| WWF Warzone | Acclaim | June | Action |
| X-Men vs. Street Fighter | Capcom | June | Fighting |
| Adidas Power Soccer 98: WC | Psygnosis | July | Sports |
| Constructor | Acclaim | July | Simulation |
| MLBPA Bottom of the 9th '99 | Konami | July | Sports |
| NFL Xtreme | SISA | July | Sports |
| Pocket Fighter | Capcom | July | Fighting |
| Thunder Force V | Working Designs/Spaz | July | Shooter |
| Tomba! | Sony Computer Entertainment | July | Action |
| Bass Masters Classic: T.E. | T*HQ | August | Sports |
| Brunswick Circuit Pro Bowling | T*HQ | August | Sports |
| C: The Contra Adventure | Konami | August | Action |
| C & C Red Alert: Retaliation | Westwood Studios | August | Strategy |
| Cardinal SYN | SISA | August | Fighting |
| Circuit Breakers | Mindscape | August | Racing |
| Eliminator | Psygnosis | August | Action |
| Golden Goal Soccer | Take 2 | August | Sports |
| HardBall 6 | Accolade | August | Sports |
| Heart of Darkness | Interplay | August | Act/Adv |
| IS Soccer Pro '98 | Konami | August | Sports |
| Kartia | Atlus | August | Strat/RPG |
| Sentinel Returns | Psygnosis | August | Puzzle |
| Shadow Gunner | Ubi Soft | August | Action |
| Silhouette Mirage | Working Designs | August | Action |
| Small Soldiers | EA | August | Action |
| Team Losi RC Racing | Fox Interactive | August | Racing |
| Turbo Prop Racing | Sony Computer Entertainment | August | Racing |
| Battleship | Hasbro Interactive | September | Strategy |
| Capcom Generations 1 | Capcom | September | Compilation |
| Capcom Generations 2 | Capcom | September | Compilation |
| Castle of Deception | Tecmo | September | Adventure |
| Earthworm Jim 3D | Interplay | September | Action |
| Fox Sports Interactive Hockey | Fox Interactive | September | Sports |
| Fox Sports Interactive Tennis | Fox Interactive | September | Sports |
| International Rally Championship | T*HQ | September | Racing |
| L.A.P.D. 2100 A.D. | EA | September | Action |
| Lunar: Silver Star Story | Working Designs | September | RPG |
| Master of Monsters | ASCII | September | Strategy |
| Mega Man Legends | Capcom | September | Action |
| NFL Blitz | Midway | September | Sports |
| NFL GameDay 99 | SISA | September | Sports |
| Ninja | Eidos | September | Action |
| Poy Poy 2 | Konami | September | Action |
| Rival Schools | Capcom | September | Fighting |
| Spyro The Dragon | Sony Computer Entertainment | September | Action |
| Tales of Destiny | Namco | September | RPG |
| Wild 9 | Interplay | September | Action |
| Tiger Woods 99 | EA | September | Sports |
| TOCA Touring Car Championship | EA | September | Racing |
| Unholy War | Crystal Dynamics | September | Action |
| Wheel of Fortune | Hasbro Interactive | September | Simulation |

## SATURN

| | | | |
|---|---|---|---|
| Shining Force III | Sega | June | RPG |
| Magic Knight Rayearth | Working Designs | July | RPG |



**Sushi-X is finally going to play a game he can *really* relate to. Ninja from Eidos is coming to us in September for the PlayStation, and features fancy graphic effects with an old-school action/adventure feel.**

**It's been so long since we've seen an Earthworm Jim game, we kind of forgot what Jim looks like. Seriously though, look for part three coming in September from Interplay on both the PlayStation and the N64.**

## NINTENDO 64

| | | | |
|---|---|---|---|
| Banjo-Kazooie | Nintendo | June | Action |
| Busi-A-Move 2 | Acclaim | June | Puzzle |
| Chopper Attack | Midway | June | Action |
| Flying Dragon | Natsume | June | Fighting |
| Mortal Kombat 4 | Midway | June | Fighting |
| Off-Road Challenge | Midway | June | Racing |
| Quest 64 | T*HQ | June | RPG |
| Virtual Chess | Titus | June | Simulation |
| Wetrix | Infogrames | June | Puzzle |
| GT 64 Championship Edition | Infogrames | July | Racing |
| Mission: Impossible | Infogrames | July | Act/Adv |
| Waialae CC True Golf Classics | Nintendo | July | Sports |
| World Grand Prix | Video System | July | Racing |
| WWF Warzone | Acclaim | July | Action |
| Deadly Arts | Konami | August | Fighting |
| F-Zero X | Nintendo | August | Racing |
| Gex 64 | Crystal Dynamics | August | Action |
| IS Soccer '98 | Konami | August | Sports |
| Buck Bumble | Ubi Soft | September | Action |
| Earthworm Jim 3 | Interplay | September | Action |
| NFL Blitz | Midway | September | Sports |
| S.C.A.R.S. | Ubi Soft | September | Racing |
| Superman 64 | Titus | September | Action |
| Tonic Trouble | Ubi Soft | September | Action |

## GAME BOY

| | | | |
|---|---|---|---|
| Harvest Moon | Natsume | June | RPG |
| Quest for Camelot | Titus | June | Action |
| Disney's Mulan | T*HQ | July | Action |
| Montezuma's Revenge | Take 2 | July | Adventure |
| Small Soldiers | T*HQ | July | Action |
| Roadster 98 | Titus | August | Racing |

These are preliminary release dates and are subject to change.

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## VIDEO GAMES: PLAYSTATION

| Title | Release | Price |
|---|---|---|
| ACT Gunz Shooter | 04/98 | $14.99 |
| Akuji the Heartless | 07/98 | $46.99 |
| Alien Resurrection | 05/98 | $46.99 |
| Alundra | 01/98 | $42.99 |
| Apocalypse | 05/98 | $44.99 |
| Aqua Prophecy | 06/98 | $46.99 |
| Army Men | 06/98 | $43.99 |
| Blades of Rage | 06/98 | $44.99 |
| Blasto | 04/98 | $39.99 |
| Bloody Roar | 03/98 | $38.99 |
| Breath of Fire 3 | 05/98 | $43.99 |
| Broken Sword | 03/98 | $46.99 |
| C&C Red Alert Retal | 08/98 | $46.99 |
| Cardinal Syn | 06/98 | $42.99 |
| Castle of Damned | 05/98 | $54.99 |
| Colony Wars 2 Vendetta | 09/98 | $46.99 |
| Cool Boarders 2 | 11/97 | $42.99 |
| Crime Killer | 04/98 | $44.99 |
| Criticom 2 | 06/98 | $46.99 |
| Cyberbots | 06/98 | $44.99 |
| Darklight Conflict | 03/98 | $44.99 |
| Dead or Alive | 04/98 | $44.99 |
| Death Trap Dungeon | 04/98 | $44.99 |
| Diablo | 03/98 | $43.99 |
| Duke Nukem Time Kill | 09/98 | $42.99 |
| Einhander | 05/95 | $42.99 |
| Elemental Gearbolt | 05/98 | $43.99 |
| Exodus | 06/98 | $42.99 |
| FIFA Soccer 98 | 12/97 | $42.99 |
| FOX Sports Soccer 99 | 06/98 | $42.99 |
| Fighting Force | 11/97 | $42.99 |
| Final Fantasy Tactics | 01/98 | $40.99 |
| Final Fantasy VII | 09/97 | $51.99 |
| GEX 2 | 04/98 | $43.99 |
| Game Shark | 03/96 | $34.99 |
| Grand Theft Auto | 04/98 | $49.99 |
| Grandstream Saga | 06/98 | $44.99 |
| Hardball 6 | 06/98 | $44.99 |
| Legacy Kain Soul Reavr | 10/98 | $46.99 |
| MLB Pennant Race 99 | 04/98 | $42.99 |
| Madden Football | 08/97 | $34.99 |
| Master of Monsters | 04/98 | $42.99 |
| Masters of Tera Kasi | 11/97 | $49.99 |
| Mega Man Nova | 05/98 | $42.99 |
| Metal Gear Solid | 07/98 | $46.99 |
| Metal Jacket | 05/98 | $49.99 |
| Monster Rancher 2 | 09/98 | $46.99 |
| Moto Racer GP II | 09/98 | $46.99 |
| Motor Mash | 06/98 | $46.99 |
| Myst 2: Riven | 02/98 | $52.99 |
| N2O Nitrous Oxide | 06/98 | $46.99 |
| NASCAR 98 | 09/97 | $42.99 |
| NBA Shootout | 03/98 | $42.99 |
| NBA in the Zone '98 | 02/98 | $49.99 |
| NFL Blitz | 09/98 | $44.99 |
| NFL Quarterback Club 98 | 05/98 | $44.99 |
| NHL Hockey | 09/97 | $41.99 |
| Need for Speed 3 | 03/98 | $35.99 |
| Off Road Challenge | 06/98 | $44.99 |
| Ogre Battle | 09/97 | $49.99 |
| Omikron | 08/98 | $43.99 |
| PSX Controller | 09/95 | $22.99 |
| PSX Memory Card | 09/95 | $18.99 |
| PTO 3 | 06/98 | $49.99 |
| Parasite Eve | 06/98 | $46.99 |
| Pitfall | 04/98 | $44.99 |
| Pocket Fighter | 06/98 | $44.99 |
| Populous 3 | 07/98 | $46.99 |
| Power Boat Racing | 04/98 | $36.99 |
| Quake | 06/98 | $45.99 |
| Rebus | 09/98 | $47.99 |
| Resident Evil 2 | 01/98 | $49.99 |
| Return Fire 2 | 07/96 | $46.99 |
| Rival Schools | 12/98 | $45.99 |
| Road Rash 3D | 05/98 | $43.99 |
| Saga Frontier | 03/98 | $38.99 |
| San Francisco Rush | 04/98 | $39.99 |
| Silhouette Mirage | 08/98 | $43.99 |
| Sony Playstation Sys | 09/95 | $159.99 |
| Space Circus | 10/98 | $43.99 |
| SpecOps | 05/98 | $46.99 |
| Speed Racer | 04/98 | $46.99 |
| Strike | 08/98 | $44.99 |
| Suikoden 2 | 06/98 | $46.99 |
| Supercross 98 | 05/98 | $42.99 |
| TNN MS Hard Core 4x4 2 | 03/98 | $44.99 |
| TOCA Tour Car Champ | 05/98 | $46.99 |
| Tactics Ogre | 05/98 | $45.99 |
| Tales of Destiny | 07/98 | $49.99 |
| Team Losi RC Racing | 06/98 | $46.99 |
| Tecmo's Deception II | 05/98 | $45.99 |
| Tekken 3 | 04/98 | $44.99 |
| Test Drive 4 | 11/97 | $44.99 |
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| TimeShock Pinball | 05/98 | $39.99 |
| Tomb Raider 2 | 11/97 | $47.99 |
| Tomorrow Never Dies | 12/98 | $46.99 |
| Triple Play | 03/98 | $42.99 |
| Turok Dinosaur Hunter 2 | 03/98 | $48.99 |
| Uprising | 05/98 | $44.99 |
| VR Baseball 99 | 04/98 | $42.99 |
| WCW Nitro | 01/98 | $42.99 |
| WWF Warzone | 07/98 | $42.99 |
| WarGames Defcon 1 | 06/98 | $46.99 |
| Warcraft 2 | 08/97 | $31.99 |
| Warhammer 2 Dark Omen | 04/98 | $44.99 |
| Wayne Gretzky Hockey 98 | 12/97 | $44.99 |
| Wing Commander 4 | 05/97 | $34.99 |
| World Cup 98 | 05/98 | $44.99 |
| X-Men Child Atom | 03/98 | $35.99 |
| Xmen Vs Str Fightr | 05/98 | $44.99 |

## VIDEO GAMES: SATURN

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| Albert Odyssey | 07/97 | $33.99 |
| Blast Chamber | 09/97 | $19.99 |
| BrainDead 13 | 02/97 | $29.99 |
| Burning Rangers | 05/98 | $46.99 |
| Contra:Legacy of War | 05/97 | $19.99 |
| Courier Crisis | 01/98 | $39.99 |
| Croc | 11/97 | $48.99 |
| Crypt Killer | 04/97 | $19.99 |
| Cybertools | 05/98 | $49.99 |
| Darklight Conflict | 08/97 | $44.99 |
| Die Hard Arcade | 04/97 | $44.99 |
| Duke Nukem 3D | 10/97 | $44.99 |
| FIFA Soccer 98 | 12/97 | $44.99 |
| Fighters Megamix | 05/97 | $49.99 |
| Game Shark | 03/96 | $42.99 |
| Herc's Adventures | 07/97 | $38.99 |
| House of the Dead | 05/98 | $44.99 |
| Last Bronx | 10/97 | $46.99 |
| Lost World | 10/97 | $44.99 |
| Madden FB 98 | 11/97 | $43.99 |
| Magic Knight Rayearth | 05/98 | $52.99 |
| Manx T.T. | 08/97 | $44.99 |
| Marvel Super Heroes | 10/97 | $42.99 |
| Mega Man X4 | 10/97 | $38.99 |
| Mortal Kombat Trilogy | 08/97 | $46.99 |
| NBA Action '98 | 11/97 | $46.99 |
| NBA Live | 12/97 | $44.99 |
| NFL QB Club '97 | 06/96 | $29.99 |
| NHL Hockey 98 | 01/98 | $41.99 |
| Nascar 98 | 11/97 | $44.99 |
| Nights | 08/96 | $34.99 |
| Panzer Dragon Saga | 05/98 | $45.99 |
| Quake | 11/97 | $39.99 |
| Racers Megamix | 05/98 | $49.99 |
| Rampage World Tour | 12/97 | $46.99 |
| Resident Evil | 10/97 | $39.99 |
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| Sega Ages | 11/97 | $39.99 |
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| Shining Holy Ark | 07/97 | $46.99 |
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## VIDEO GAMES: NINTENDO 64

| Title | Release | Price |
|---|---|---|
| 1080 Snowboarding | 04/98 | $54.99 |
| Aerogauge | 05/98 | $54.99 |
| All Star Baseball 99 | 05/98 | $64.99 |
| Banjo-Kazooie | 06/98 | $54.99 |
| Castlevania 64 | 09/98 | $69.99 |
| Chopper Attack | 06/98 | $62.99 |
| Conker's Quest | 04/98 | $56.99 |
| Cruis'n the World | 09/98 | $54.99 |
| Deadly Arts | 05/98 | $62.99 |
| Diddy Kong Racing | 12/97 | $52.99 |
| Doom 64 Absolution | 06/98 | $74.99 |
| Dual Heroes | 07/98 | $69.99 |
| Duke Nukem 3D | 11/97 | $49.99 |
| Earthbound | 09/98 | $69.99 |
| F-Zero 64 | 05/98 | $62.99 |
| FIFA Soccer | 12/97 | $65.99 |
| Fighter's Destiny | 02/98 | $59.99 |
| Flying Dragon | 06/98 | $62.99 |
| Forsaken | 05/98 | $66.99 |
| GEX 2 | 08/98 | $69.99 |
| GT Racing | 05/98 | $56.99 |
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| Int'l Super Soccer 98 | 07/98 | $66.99 |
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| Knife Edge | 06/98 | $63.99 |
| Legend Mystical Ninja 64 | 05/98 | $59.99 |
| Legend of Zelda | 09/98 | $73.99 |
| Major League Soccer | 08/98 | $64.99 |
| Mega Man | 08/98 | $63.99 |
| Metroid 64 | 06/98 | $66.99 |
| Mission Impossible | 05/98 | $72.99 |
| N64 Controller | 10/96 | $26.99 |
| N64 Gameshark | 12/97 | $42.99 |
| N64 Memory Cart | 11/96 | $19.99 |
| Nintendo 64 System | 09/96 | $159.99 |
| NBA Courtside | 04/98 | $52.99 |
| NBA in the Zone '98 | 02/98 | $62.99 |
| NFL Blitz | 09/98 | $69.99 |
| Off Road Challenge | 06/98 | $69.99 |
| Quake | 04/98 | $61.99 |
| Quest 64 | 06/98 | $58.99 |
| Rampage World Tour | 04/98 | $50.99 |
| Rev Limit | 06/98 | $65.99 |
| San Francisco Rush | 11/97 | $62.99 |
| SimCity 64 | 10/98 | $66.99 |
| Snow Board Kids | 03/98 | $53.99 |
| Star Fox 64 | 07/97 | $64.99 |
| Street Fighter | 05/98 | $69.99 |
| Super Mario | 05/98 | $76.99 |
| Superman 64 | 05/98 | $72.99 |
| Tomorrow Never Dies | 09/98 | $66.99 |
| Tonic Trouble | 06/98 | $79.99 |
| Turok Dinosaur Hunter 2 | 08/98 | $76.99 |
| Virtual Chess 64 | 05/98 | $62.99 |
| WWF Warzone | 07/98 | $64.99 |
| Waialae Country Club | 07/98 | $53.99 |
| World Cup 98 | 05/98 | $60.99 |

## HINT BOOKS

| Title | Release | Price |
|---|---|---|
| Albert Odyssey | 09/97 | $7.99 |
| Alundra | 02/98 | $12.99 |
| Banjo-Kazooie | 07/98 | $8.99 |
| Breath of Fire 3 | 04/98 | $13.99 |
| Castlevania: Sorv Gde | 10/97 | $11.99 |
| Diablo | 03/98 | $12.99 |
| Final Fantasy Tactics | 01/98 | $11.99 |
| Final Fantasy VII | 11/97 | $14.99 |
| Legend of Zelda 64 | 06/98 | $13.99 |
| Mortal Kombat 4 | 06/98 | $11.99 |
| Ogre Battle | 08/97 | $11.99 |
| Quest 64 | 06/98 | $10.99 |
| Resident Evil 2 | 02/98 | $11.99 |
| Secret of Evermore | 01/96 | $10.99 |
| Soul Blade Unauth Gde | 04/97 | $10.99 |
| Tactics Ogre | 03/98 | $12.99 |
| Tenna Deception Unauth | 02/98 | $10.99 |
| Tekken 3 | 08/98 | $11.99 |
| Tomb Raider 2 | 11/97 | $12.99 |

## BOARD GAMES

| Title | Release | Price |
|---|---|---|
| Awful Green Things | 05/95 | $17.95 |
| Axis & Allies | 11/94 | $33.99 |
| Battleforce II | 02/98 | $29.99 |
| Car Wars Deluxe | 07/96 | $21.99 |
| Critter Tak | 09/95 | $12.59 |
| Dinosaurs Lost World | 01/95 | $30.99 |
| Hobbit Adventure | 06/95 | $29.99 |
| Lost World Jurassic Prk | 05/98 | $22.99 |
| Necromunda | 11/95 | $59.99 |
| Robo Rally | 01/95 | $32.99 |
| Samurai Swords | 04/97 | $38.95 |
| SilentDeath Dlx | 07/95 | $42.95 |
| Space Hulk | 05/96 | $59.99 |
| Space Marine | 11/94 | $50.99 |
| Star Fleet Battles | 11/94 | $25.99 |
| Warhammer Fantasy | 10/96 | $59.99 |

## COMPUTER GAMES

| Title | Release | Price |
|---|---|---|
| Daikatana | 06/98 | $39.99 |
| Diablo 2 | 09/98 | $49.99 |
| Duke Nukem Forever | 12/98 | $46.99 |
| Final Fantasy VII | 05/98 | $39.99 |
| Force Commander | 11/98 | $49.99 |
| Hardball 6 | 04/98 | $45.99 |
| Heretic 2 | 12/98 | $49.99 |
| Mechcommander | 07/98 | $52.99 |
| Might & Magic II | 05/98 | $46.99 |
| Myst 2: Riven | 11/97 | $35.99 |
| NFL Gameday 99 | 08/98 | $39.99 |
| Powerboat Racing | 03/98 | $39.99 |
| Str Tk Scrt Wpn Fry | 08/98 | $48.99 |
| Tomb Raider 3 | 11/98 | $41.99 |
| Total Annihilation 2 | 12/98 | $48.99 |
| World Cup 98 | 05/98 | $45.99 |

## COLLECTIBLE CARD GAMES

| Title | Release | Price |
|---|---|---|
| Battletech Starter | 11/96 | $8.99 |
| CDZ SD | 04/98 | $4.99 |
| Doomtown 1 & 2 SD | 04/98 | $7.99 |
| MTG 5th Ed BP | 03/97 | $2.99 |
| MTG 5th Ed SD | 03/97 | $7.99 |
| MTG Exodus SD | 04/98 | $7.99 |
| MTG Fallen Empires BP | 09/95 | $1.99 |
| MTG Mirage SD | 11/95 | $7.99 |
| MTG Portal SD | 04/98 | $7.99 |
| MTG Stronghold BP | 03/98 | $2.99 |
| MTG Tempest SD | 09/97 | $7.99 |
| MTG Visions BP | 02/97 | $2.99 |

## ROLEPLAYING GAMES

| Title | Release | Price |
|---|---|---|
| Call of Cthulhu | 02/95 | $18.99 |
| Conspiracy X | 09/95 | $21.99 |
| Cyberpunk 2020 | 05/95 | $17.99 |
| Deadlands Rulebook | 10/97 | $27.99 |
| Earthdawn | 06/95 | $18.99 |
| GURPS Rulebook | 02/95 | $20.99 |
| Heavy Gear | 08/95 | $25.99 |
| Heroines & Xena | 04/98 | $26.99 |
| Jovian Chronicles | 04/98 | $24.99 |
| Rifts Hardbound | 08/96 | $26.99 |
| Robotech | 04/95 | $11.99 |
| Shadowrun 2nd Ed. | 12/94 | $20.99 |
| StarWars Revised | 01/97 | $25.99 |
| Vampire 2nd Ed. | 02/95 | $24.99 |
| Warhammer Fantasy | 06/95 | $24.99 |
| Werewolf | 02/95 | $24.99 |

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|---|---|---|---|---|---|---|
| Per Order | $1.00 | $2.00 | $2.00 | $2.00 | $2.00 | $2.00 |
| Per Shipment | $1.25 | $1.00 | $5.00 | $13.00 | $2.00 | $2.00 |
| Per Item | $0.75 | $1.00 | $1.00 | $2.00 | $2.00 | $6.00 |

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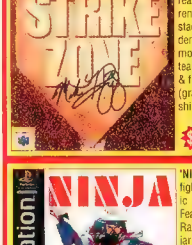
**'MORTAL KOMBAT 4'** One-thousand years ago the gods fought the war between good and evil. The war would decide the fate of the world. Now, after the defeat of Shao Kahn, the war is being fought again. But this time it can only be won by mortals! MK4 is the first fighting game to feature true weapon kombat, where players battling hand-to-hand can decide to use their unique weapons at ant time. These weapons can be picked up, dropped, or stolen by opponents. Fifteen selectable characters including 3 hidden characters.

$59.99 PSX
$69.99 N64

**Midway (Fighting)**
**Release 7/98**




**'MIKE PIAZZA'S STRIKE ZONE'** The first baseball title developed for the N64! Over 700 players, real team uniforms, & realistic 3D renderings of every Major League stadium. Expansion teams, hidden secrets, simulation or arcade modes, player editor, fantasy teams, real player trades, drafts, & free agents. Realistic conditions (grass & turf, day& night, rain or shine) affect game play.

**GT Interactive (Sports)**
$63.99 **Release 5/98**
**N64**

**'NINJA'** Dodge deadly traps and fight vicious enemies in the mythic Japanese setting of Ninja! Featuring all the action of Tomb Raider, and using the same familiar interface, makes Ninja a must have title!

**Eidos (Adventure)**
$44.99 **Release 8/98**
**PSX**

**'WORLD CUP 98'** features all 32 teams competing this year, plus additional & 16 "classic" teams, in 10 World Cup stadiums. Four "real time game tactics" & enhanced offside logic. Dynamic weather & field condition response, one-touch passing, handicapping system, & ceremonies.

**EA Sports**
**Release: 5/98**
$42.99 PSX
$59.99 N64

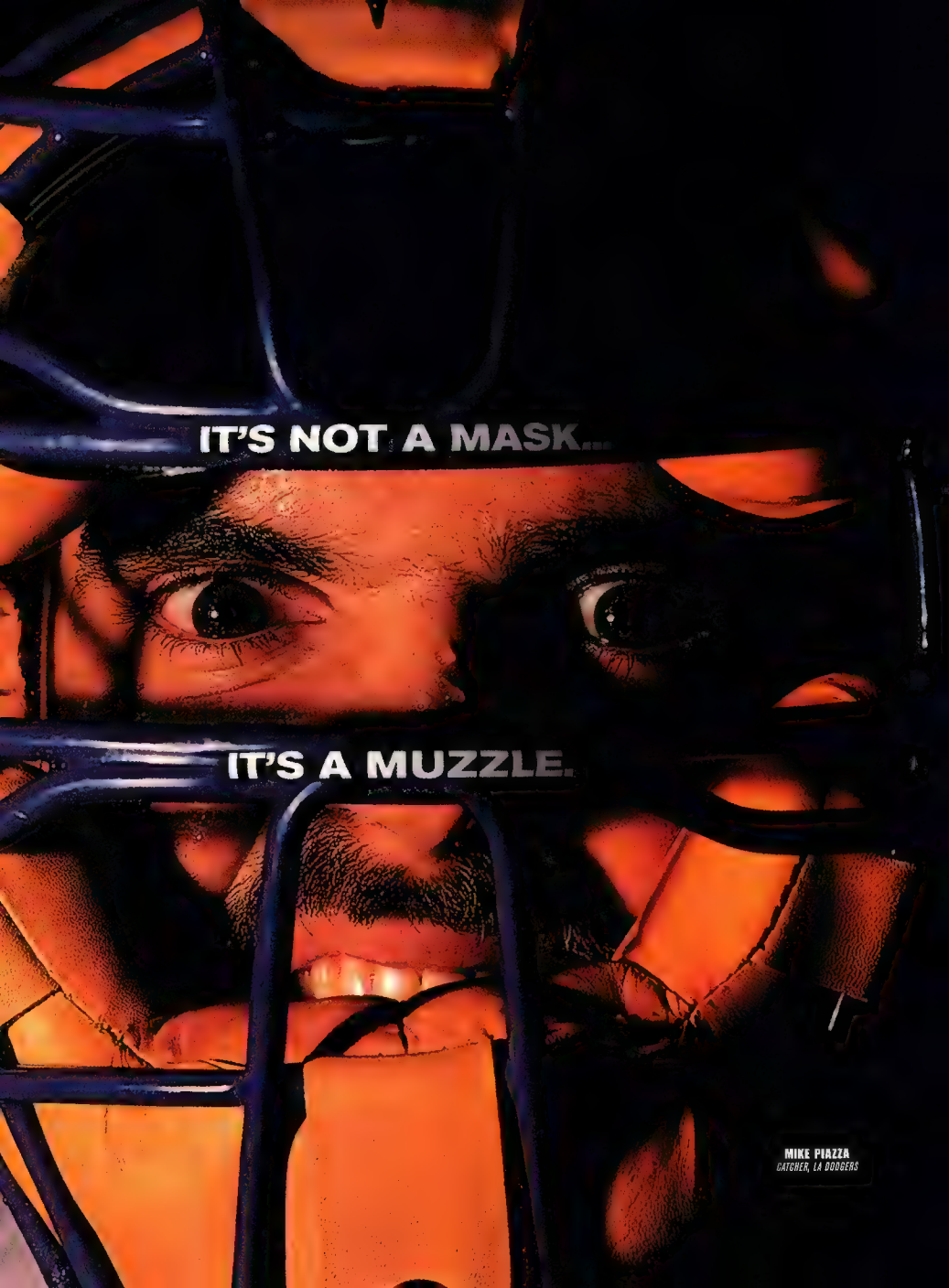
**'OTHER LIFE AZURE DREAMS'** combines traditional RPG elements with monster raising & city building. Search through the tower of monsters to fulfill multiple quests. Hatch & raise monsters, and trade items to earn money to expand the city. Build structures (theater, horse race track, bowling alley, casino, library, etc.) & furnish them.

**Konami (Roleplaying)**
**Release: 6/98**
$56.99 **PSX**




**'LUNAR SILVER STAR'** Join Alex as he begins a quest to save Lunar from the Magic Emperor. Explore dungeons and fight terrifying monsters as you advance toward the explosive combat that will keep you challenged until the end.

**Working Designs**
**(Roleplaying)**
**Release: 9/98**
$43.99 **PSX**


IT'S NOT A MASK...
IT'S A MUZZLE.
MIKE PIAZZA
CATCHER, LA DODGERS

YOU TAKE. YOU STEAL.

YOU SLUG. YOU CRUSH.

YOU HIT AND RUN.

YOU TRY TO BEAT THE HEAT.

AND AT THE END OF IT ALL
SOME GUY IN A MASK
TRIES TO TAKE YOU DOWN
TO PROTECT HIS HOME.

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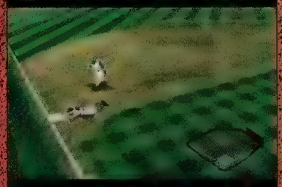
AMERICA'S PASTIME.

ALL 700+ PLAYERS! ALL NEW 1998 ROSTERS!
ALL THE STADIUMS! ALL THE TEAMS! ALL IN 3D!



FAST-PACED ACTION: SWITCH FROM TRUE SIMULATION TO ARCADE GAME PLAY WITH TONS OF HIDDEN SECRETS!

EXHIBITION, FULL-SEASON, ALL-STAR, WORLD SERIES AND HOME RUN DERBY PLAY MODES.

ULTRA-REALISTIC CONDITIONS AND PERFORMANCE. GRASS AND TURF. DAY AND NIGHT GAMES. RAIN OR SHINE. REAL FAN INTERACTION.

# MIKE PIAZZA'S STRIKE ZONE

DIG IN.

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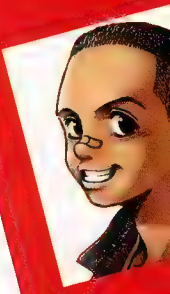
# Coming to America



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April 27, 1998, Electronic Arts and Square Co. Ltd. released a press release stating "Electronic Arts, the world's leading interactive entertainment software company, and Square Co. Ltd., the largest third-party video game console software publisher in Japan and headquartered in Costa Mesa, Calif. Square Electronic Arts, LLC, will have exclusive publishing rights in North America for all future interactive entertainment titles created by Square." As big announcements go, this is one of the biggest we've had so far this year. Finally, after years of games coming through various other big-name publishers, Square has its own true voice here in the States.

**"The first batch of four games—Parasite Eve, Xenogears, Bushido Blade 2 and Brave Fencer Musashiden—should all be released by the fall..."**

The first batch of four games—Parasite Eve, Xenogears, Bushido Blade 2 and Brave Fencer Musashiden—should all be released by the fall, so we've taken a look at each of them over the next eight pages. All are highly anticipated games, and all offer something new to their respective genres.

So, why a strategic alliance with EA? Why not simply go it alone? If Square is such a huge company in Japan, surely it could have set itself up as a power here too? "EA is the largest interactive entertainment software company in the world," begins Square's Lisa Ahern, "combining best-selling titles with world-class creators of the best-selling Final Fantasy franchise, today announced the formation of two new joint ventures to develop and distribute entertainment titles in North America and Japan.... In North America, the companies will form Square Electronic Arts, LLC,

By: John Davison

©1998 Square Co., Ltd./ Based on the novel: Hideaki Sena Iparasite EVE (Kadokawa Horror Bunko). Character designed by Tetsuya Nomura
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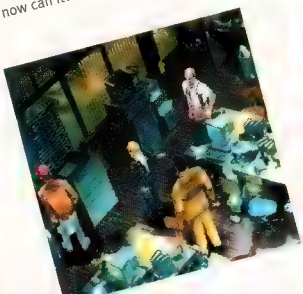
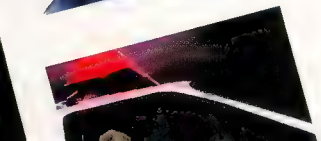
**Parasite Eve.** The most eagerly awaited of all the forthcoming games, Parasite Eve is a truly spectacular cinematic experience. A "dream project" for the team at Square, it is the first title from the firm's U.S. offices and represents the efforts of the main development staff from Final Fantasy VII and a group of digital artists from Hollywood (whose previous projects include numerous big-effects movies including *Apollo 13*). Based on a best-selling Japanese sci-fi novel and featuring character art by acclaimed illustrator Tetsuya Nomura, the story deals with a terrible power that lies within the mitochondria of the cells of all living things. When unleashed, it has the power to transform, mutate and blend living things together. Set in New York, it centers on NYPD cop Aya Brea's investigations into the outbreak of violent mutations that are laying siege to Manhattan.

Building upon the familiar style found in FFVII, the game features some beautifully rendered 16-Bit color backdrops with polygonal characters overlaid on top. These scenes are interspersed with some gorgeous CG (thanks to the Hollywood effects boys), which like FF moves seamlessly between cut-scene and in-game backdrop. Where the game differs from its predecessor though is most evident during the combat. The turn-based "Active Time" system from FFVII has been dramatically overhauled to incorporate real-time elements that allow the player to move around and avoid attacks while getting in position for the next kill.

With the action centering far more on the adventures of a single character and the story being far more of a sci-fi/horror story than other Square games, Parasite Eve actually has as much in common with the Resident Evil series as it does with Final Fantasy. That can't be bad now can it?





## U.S. Squaresoft Release History

| TITLE | RELEASE DATE | PLATFORM |
|---|---|---|
| World Runner | Sept. '87 | NES |
| Rad Racer | Oct. '87 | NES |
| King's Knight | Oct. '89 | NES |
| Rad Racer II | June '90 | NES |
| Final Fantasy | Aug. '90 | NES |
| Final Fantasy Legend | Oct. '90 | GB |
| Final Fantasy Legend II | Nov. '91 | GB |
| Final Fantasy II | Nov. '91 | SNES |

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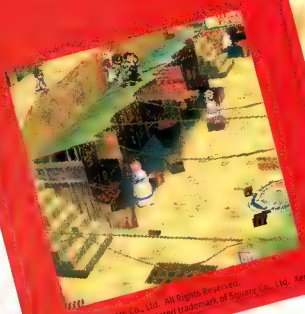
distribution. In North America, EA's distribution operations are the best in the industry. Squaresoft's new affiliation with EA through the newly formed joint venture company [Square Electronic Arts, LLC] is a great benefit to Square because of EA's extensive distribution infrastructure and strong retail relationships."

**"...with their bi-cultural understanding the teams not only have to translate the text and keep it as close to the Japanese original as possible, but they also have to integrate and translate cultural concepts..."**

So hopefully this will mean that Square's future games will all be really easy to get ahold of in stores then. But this has never been a problem in the past has it? After all, Final Fantasy VII went on to sell more than 6 million copies worldwide. Surely now we can expect all of Square's games to get the push that they deserve. In the past, there have been some notable "no-shows" from the Square camp in terms of a U.S. release. Why has this happened in the past...were the games not something that attracted U.S. publishers? "The decisions not to release certain titles were made by Square," Ahern explains. "The main reason has been due to our structure...people, time, etc. It takes an average of six months for us to localize a game for the U.S. market—especially with the RPGs. We develop games that are of the highest quality and a high-level translation team is essential if we are to bring the game to the North American market. In the past, the production schedules for our development teams in Japan have limited the time that we need. We are currently strengthening our localization team to continue to bring titles across. It's actually a difficult process; with their bi-cultural understanding the teams not only have to translate the text and keep it as close to the



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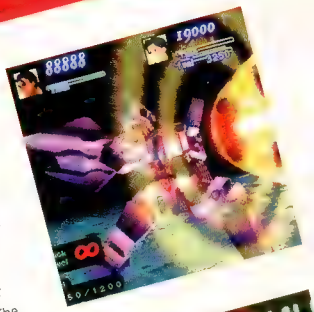
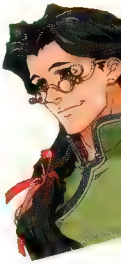
**Xenogears.** Keenly awaited by RPG fans around the world, and already well-received in Japan, Xenogears is yet another epic story-based game that pushes the technology of RPGs in a new direction. Although still adhering to the same underlying rules apparent throughout all Square games—i.e., strong stories and characterization—Xenogears differs from the norm by offering a unique blend of beautifully rendered CG and cell animation along with real-time 3D environments. The "adventuring" elements of the game offer a fully 3D polygon-generated world that can be rotated through a full 360 degrees. Within this world are the characters—all highly detailed models based on the anime-style characters produced for the game. Although the bulk of the cell animation is used in cut scenes, it's also used in dialogue boxes to convey emotion through facial expressions.

A sci-fi title at heart, Xenogears deals with everyone's favorite Japanese stereotype—huge robots. The robots in question here are referred to as "Gears" and, as you might expect, these robots spend a lot of the time beating the seven shades of crap out of one another. As with all of the games in Square's initial batch, Xenogears bucks a traditional trend, and in this particular case it's the combat control system. The development team at Squaresoft believe that the typical menu, magic and fight controls found in most RPGs are too limiting, so instead have opted for a real-time Combat Mode. Direct attack commands are assigned to each button on the PlayStation pad to provide a far more interactive experience than this kind of game typically provides. All of the combat is truly spectacular with dynamic camera angles, smooth animation and some breathtaking lighting effects.





| | | |
|---|---|---|
| Final Fantasy Adventure | Nov. '91 | GB |
| Final Fantasy Mystic Quest | Oct. '92 | SNES |
| Final Fantasy Legend III | Sept. '93 | GB |
| Secret of Mana | Oct. '93 | SNES |
| Final Fantasy III | Oct. '94 | SNES |
| Chrono Trigger | Sept. '95 | SNES |
| Secret of Evermore | Nov. '95 | SNES |
| Super Mario RPG | May '96 | PS |
| Tobal No.1 | Nov. '96 | |

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Japanese original as possible, but they also have to integrate and translate cultural concepts—which can be tough." So can we expect some old favorites to make the move now? Maybe Tobal No. 2, some older Final Fantasy titles? "No. We've not announced any U.S. releases for old games," Ahern says. "The only old game currently scheduled for a U.S. release is Final Fantasy V on the PC—and this will be handled through Eidos Interactive. Nothing has been decided regarding a PlayStation version as of yet."

**"In 1997, Final Fantasy VII definitely opened up the RPG market in North America and we believe that there is definitely an opportunity to further expand and introduce the genre to this audience."**

With many of the games, and notably Parasite Eve, carrying some very adult content, will the U.S. versions be censored, or even "toned down" by the localization team? "Basically all of the games will be the same as their Japanese counterparts," explains Ahern, "of course some of the content will be changed, but they won't be watered down for North America. We want to make sure that we deliver the same gaming experience here as gamers in Japan enjoy. In 1997, Final Fantasy VII definitely opened up the RPG market in North America and we believe that there is definitely an opportunity to further expand and introduce the genre to this audience."

Something that probably all long-term fans of Square games will want to know is whether the move away from Nintendo and into the PlayStation camp is a permanent one. Was the relationship soured by Square's shift of allegiances, and will we maybe see future Square games on other systems such as Sega's Katana? "We had a very close relationship with

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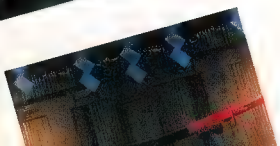
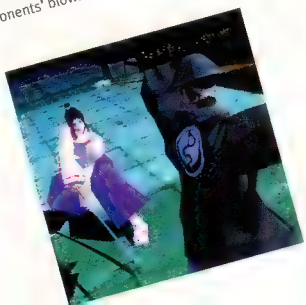
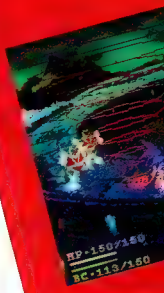
**Bushido Blade 2.** In the original Bushido Blade, the Narukagami Shinto school of fighting, called the Meikyoukan was attacked by a fierce group of warriors. As the game progressed, players learned the threat came from a group of elite assassins working for the Narukagami family's rivals, the Sue family—operating under the name of the Shain Party. These warriors were sworn to avenge betrayals committed by the Narukagami in a war 800 years ago. Bushido Blade 2 picks up the story as the Narukagami family itself is under direct threat from the assassins who, it is learned, are seeking to regain the Yugiri Sword—a weapon that holds alleged mystical powers. Mikado, a Narukagami shrine maiden charged with watching over the sword, calls for help to defend both the family and the school itself. The call is met by many of the characters from the original game along with many new warriors. There are now 20 playable characters in the game—nearly three times that of the original. Carrying on from the first, Blade 2 is quite different from virtually all other fighting games—weapons-based or otherwise. There are no time limits, no life meters and the environments in which the combat takes place are fully 3D, open worlds filled with dozens of opponents that attack the player one at a time. As before, a battle can be decided with a single blow but now the combat has been made more tactical by the inclusion of primary blades as well as secondary "sub-weapons" which can be brought into play at any point for added damage. These weapons range from one which may deal a single, fatal blow, to one designed for a "nitoryu" fighting style (two-weapon fighting). Supplemental to this, a two-stance attack system has been employed as well as a refined method for countering opponents' blows.





| | | |
|---|---|---|
| Final Fantasy VII | Sept. '97 | PS |
| Bushido Blade | Oct. '97 | PS |
| Final Fantasy Tactics | Jan. '98 | PS |
| SaGa Frontier | March '98 | PS |
| Einhänder | May '98 | PS |
| Parasite Eve | Fall '98 | PS |
| Xenogears | Fall '98 | PS |
| Bushido Blade 2 | Fall '98 | PS |
| Brave Fencer Musashiden | Fall '98 | |

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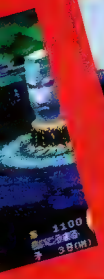
Nintendo for many years and don't believe there are any 'sour grapes' at all," Ahern says. "There are currently no development plans for N64 or Katana. The first four titles are all PlayStation... and they are the only confirmed announcements that we have made."

Besides the games that we have here,

**"Square Co. Ltd. committed to releasing the game [Final Fantasy VIII] in Japan before the end of its fiscal year...which means we should see something before March 1999."**

the obvious question that everyone has concerns the next installment of the Final Fantasy series. There have been rumors circulating for some time now about the possibility of FFVIII and FFIX being developed back to back (with FFIX released on 9/9/99), but as this issue of *EGM* goes to press we learned that an announcement concerning the game will be made at E³. "This is all very secret at the moment, but the final details should be ready by the show," explains Ahern. "At the moment, a design document is being prepared in Japan...this will be sent over before the show and translated so that we can give a rough indication of what can be expected. All I can tell you at the moment is that it has been reported that Square Co. Ltd. committed to releasing the game in Japan before the end of its fiscal year...which means we should see something before March 1999." With an expected translation time of around six months, it wouldn't seem unreasonable to see FFVIII in U.S. stores by September 1999. "I can also tell you that it will be quite different from Final Fantasy VII." *EGM* and videogames.com will be bringing you information from E³ every day through May 28-30. Watch our special Web site, www.e3news.com for up-to-the-minute reports, and look out for more news in next month's issue. ■



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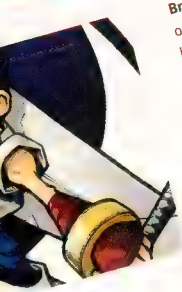
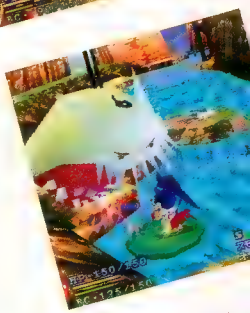
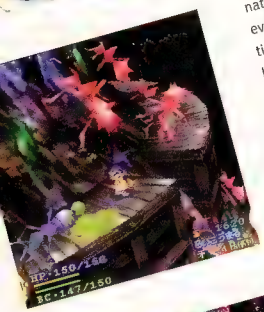
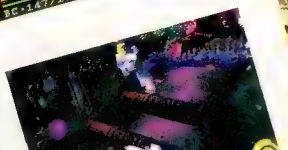
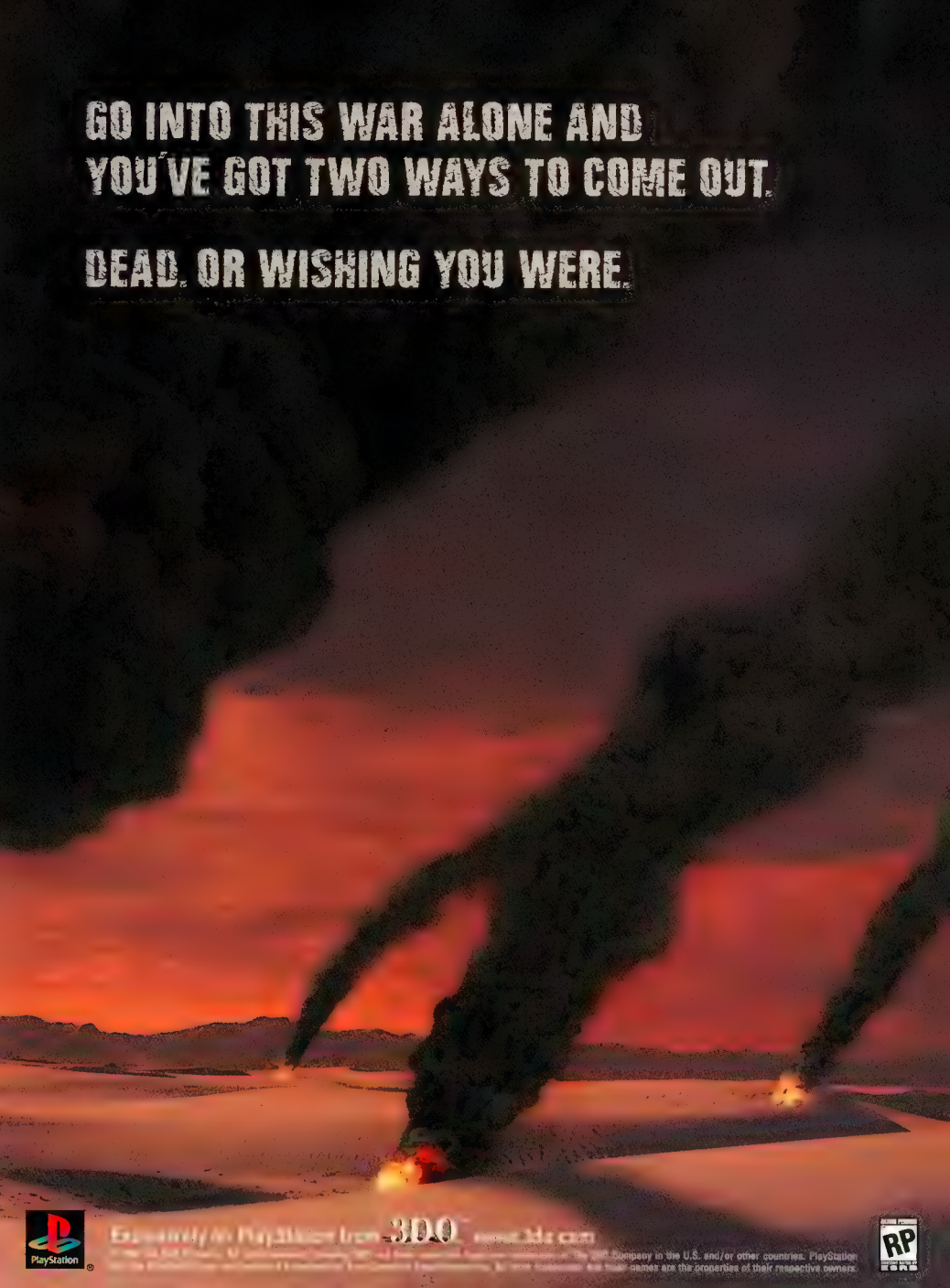
**Brave Fencer Musashiden.** The furthest off of all the games that we're covering here, Musashiden is the most unique of Square's first batch of four. Unlike its other RPGs, the emphasis is placed very much on action and quality of story as opposed to the more cerebral elements found in Parasite Eve and Xenogears. Much like Zelda 64, Musashiden is a fully 3D, polygonal action RPG that operates in real time. As the adventure unfolds, the passage of time from morning to noon and night is expressed naturally through each scenario. Certain events can only take place at certain times of day in order to produce a more believable environment. The action all centers on the exploits of Musashi, a samurai with the craziest hair of any video game character you've ever seen. Easily outdoing Cloud's crazy quiff, he also has a good go at undermining the Final Fantasy star's sword size. Musashi carries not one, but two enormous weapons...a tremendously long Japanese blade in one hand and a Western broadsword in the other. To take advantage of this setup, the combat has been developed so that Musashi can acquire techniques from his opponents as he defeats them. Despite his oriental appearance, the action takes place in medieval European villages, caves, ruins and castles. Unlike recent Square titles, it's also unique in the lightheartedness of its content. The game is full of humorous characters which all employ speech as opposed to dialogue boxes to further the story. Although still early in development, it seems obvious that the product is charmed before its release. With FFVII head honcho Hironobu Sakagachi picking up the Executive Producer role and Parasite Eve character designer Tetsuya Nomura acting as lead illustrator, it has a fine pedigree to help it along.










GO INTO THIS WAR ALONE AND
YOU'VE GOT TWO WAYS TO COME OUT.
DEAD. OR WISHING YOU WERE.
3DO
PlayStation
RP

UPRISING
PREPARE TO DIE

# Review Crew

## OUR PHILOSOPHY

*EGM* rates games based on how they compare to other titles on the same system. The highest score we'll give a game is a 10. When a game receives a 10, you can rest assured it's one of the best games ever made—a revolutionary title that truly stands above everything else in its genre for its time. At the other end of the spectrum sits the lowest score a game can receive: a 1.0. This is the kind of game you want to avoid at all costs. It's pure crap, as our scale (above) explains. In the middle lies the average grade, 5.0. We repeat: 5.0 IS AN AVERAGE GRADE. Simple, ain't it?

Gold Awards go to games whose average score equals 9.0 or higher.

Games that average at least an 8.0 receive Silver Awards.

### Crispin Boyer

**Current Favorites**
Tomba!
Azure Dreams
The Granstream Saga
Burning Rangers

**Favorite Genres:**
RPGs, Action

Reviewing three time-consuming RPGs in addition to all this month's other games taught Cris several new skills, such as the two-minute shower, the pizza-delivery speed dial and how to nap under his desk between dungeons. Fortunately, next month won't be so RPG heavy, so he'll have plenty of time to enjoy E³ and—best of all, for the rest of the staff's sake—longer showers. Can you spell P-U, Crispin?

### John Davison

Screams of abuse have been filtering through from the crack under John's office door this month as he wrestles with the knowledge that N64 games don't seem to be improving. Quest 64 produced some particularly colorful language thanks to its numbing gameplay. Thank God for the release of Bust-A-Move 2: A.E. It may be old, but at least John's wife will get a chance to destroy his gameplaying dignity in multiplay.

**Current Favorites**
Gran Turismo
Tekken 3
Burning Rangers
Bust-A-Move 2: A.E.

**Favorite Genres:**
Action, Adventure

### Dean Hager

**Current Favorites**
Kobe B. in NBA Courtside
Gran Turismo
All-Star Baseball 99
NFS III: Hot Pursuit

**Favorite Genres:**
Sports, Racing

We recently had to pull Dean out of retirement (remember Team EGM?) to fill in the latest gap in the Review Crew. Fortunately for us he wasn't too bitter about standing by and watching a year's worth of excellent sports and racing games pass under his nose. To quell his inner turmoil we let him review just about every sports title this month. Now if we could only get him to start wearing pants to work...

### Dan Hsu

Shoe is all ready to party at this year's E³. He's going a few days early "to review the various drinking establishments in Atlanta." He's also excited to see all the decked-out booths and the new games. He hopes to get a peek at anything 64DD- or Katana-related. Speaking of DD, Shoe is looking forward to seeing the babes of E³, especially the Crystal Dynamics twins. Wait until Wendy (his better half) reads this!

**Current Favorites**
Panzer Dragoon Saga
Azure Dreams
Kobe B. in NBA Courtside
X-Men vs. SF (Saturn/JP)

**Favorite Genres:**
Strategy, Puzzle

### Kraig Kujawa

**Current Favorites**
NFL Blitz (Arcade)
Gran Turismo
Einhänder
All-Star Baseball '99

**Favorite Genres:**
Sports, Strategy

E³ is almost here, and Kraig can't wait for the fancy parties...err surprise announcements and big games from everyone. It's an exciting time of the year for the *EGM* crew. Hopefully there'll be some Katana sightings throughout the show floor, along with some juicy info. Kraig is supposed to be doing some TV spots from the show floor, so maybe you'll see him on your local news. Scary, eh?

### John Ricciardi

John's totally psyched about E³, but he's even more psyched about the impending official announcements of both Final Fantasy VIII and the Sega Katana (or whatever they end up calling it), both of which should be over and done with by the time you're reading this. He's been in an abnormally good mood lately, most likely due to the fact that his Yankees are off to their best start in more than 40 years. Go Yanks!

**Current Favorites**
Gran Turismo
Tomba!
All-Star Baseball '99
Panzer Dragoon Saga

**Favorite Genres:**
RPGs, Action

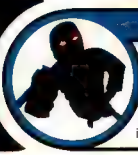
### Shawn Smith

**Current Favorites**
Gran Turismo
Burning Rangers
Banjo-Kazooie
Tomba!

**Favorite Genres:**
Action, Adventure

Two words...er, two letters...no—one letter and one number—are the only things on Shawn's mind as of late: E³. That's right, the biggest video game show this side of the world is going to show all (well, almost all) of the games he's been waiting for. Outside of gaming, Shawn is very much looking forward to the new Beastie Boys album which will be on store shelves very soon. Took 'em long enough...

### Sushi-X

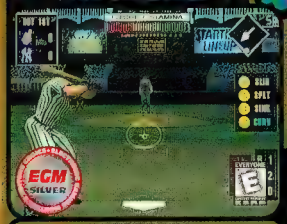


Ever since Sushi headed out to Japan last month to visit his friends at Sega HQ and sneak a peek at the Katana development system, he hasn't shut up about how great the system's going to be. He says the demos he saw were "amazing," and the first batch of games (in Japan, anyway) are going to knock our socks off. Is he delusional? Or is he on to something? Or is it the fact that Capcom is...err, never mind!

**Current Favorites**
SF Alpha 3 (Arcade)
Street Fighter EX 2 (Arcade)
Rival Schools: UBF (Arcade)
Panzer Dragoon Saga

**Favorite Genres:**
Fighting, RPGs

## ALL-STAR BASEBALL '99




Publisher: Acclaim

Developer: Acclaim Studios

Featured In: EGM #105

Number Of Players: 1-4

Best Feature: Incredible Graphics

Worst Feature: Minor Physics Problems, No Instant Replay

www.acclaimsports.net

Because of my displeasure with NFL QB Club '98 last fall, I was a little worried about how All-Star '99 would turn out. Well now that I've played the daylights out of it, I'm glad to tell you that this time, Acclaim's got a real winner on their hands. So far, ASB '99 is my favorite baseball game this year on any of the home systems (though to be fair, we haven't received a finished copy of Griffey yet—look for a review next issue). The game is packed with everything baseball fans want—beautiful hi-res graphics and superb animation (for the most part—occasionally some animations are inexplicably choppy), backed with **solid, realistic gameplay and a wealth of stats and options**, including one that we know Griffey lacks—Create A Player. The game controls really nicely aside from baserunner control, which took me a while to get used to. The batter/pitcher interface in particular is very nicely done (being able to see a batter's hot and cold zones is great), and the computer AI is real good—almost too good, in fact. My only gripes are that some of the game's physics are a bit weird (the ball travels to the wall far too quickly, some runners are too fast, etc.), and the batter animations at the plate are way overdone. Also, 4P play isn't as fun as you'd expect. Still, overall I'm very pleased with this game. **John R**

All-Star has good depth and very intuitive gameplay. It's tough to master—especially the batting interface—but the rewards are great. Animation is as smooth and life-like as I've seen in a baseball game (or any game for that matter), and more than anything else, it's simply gorgeous! **The high-res graphics are outstanding.** Downsides? The pitcher takes too long between pitches, which slows down the game. Also—no instant replay. **Dean**

It feels strange to call a baseball game gorgeous, but there's no other word to describe All-Star Baseball. Even better, it actually plays just as good as it looks. After many innings logged in, All-Star clearly stands up as a great-playing game in addition to being a pretty accurate baseball simulation. Shy of a few choppy player animations and lack of stadium atmosphere, **All-Star is a very impressive baseball game.** **Kraig**

If all sports games could look this good, we'd have no need for more powerful systems. All-Star '99 is one of the best-looking games around. **Thankfully, it also plays extremely well.** The game's batting/pitching interface is very detailed and well-designed. In fact, the entire game seems so realistic, that it may turn off those of you who are used to more home run-heavy, action-oriented baseball games. Baseball fans don't miss out. **Dan**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 10 | 7 | 7 | 8 |

## BIO F.R.E.A.K.S.

Publisher: Midway

Developer: Saffire

Featured In: EGM #105

Number Of Players: 1-2

Best Feature: Bodily Dismemberment

Worst Feature: Awkward Controls

www.midway.com

Another N64 fighting game, and yet another mediocre review. What the hell is going on? Although superficially a fairly original look at the whole fighting genre, the end result with Bio F.R.E.A.K.S. is little more than a 3D take on Rise of the Robots mixed with a splash of War Gods and added gore. The graphics are pretty slick throughout and there are some nice touches; interactive meat-grinder scenery and bodily dismemberment both represent wholesome entertainment values, but unfortunately the game is let down by sloppy controls and dull gameplay. As with many games on the system, Bio F.R.E.A.K.S is partially let down by the fact that the N64 controller just isn't designed for this kind of thing, but the troubles run far deeper than that. I've always had my doubts about fighting games with guns. Projectile attacks are fine when used in a Street Fighter style, but having an easily accessible machine gun/rocket launcher/laser just makes for cheap gameplay. **Sure you can blow someone's arm off and watch the blood run down the screen...but so what?** It makes building up combos fairly easy, but it doesn't sit well with the clumsy punch-and-kick combat. Only a couple of the characters feel right, and ironically they're the ones without the ranged weapons. Another one to avoid. **John D**

Bio F.R.E.A.K.S. is a spastic fighting game on steroids. It's pumped up full of more special moves than you'll ever need. You could spend a great deal of time memorizing all these moves, but you'll find: 1.) A lot of them are useless, and 2.) A few of them are too useful (i.e., they are cheap). **This game is devoid of any real technique** and only serves its purpose as a flashy and particularly bloody brawler. Slightly fun...totally mindless. **Dan**

**I really like the characters and the ability to fly around in Bio F.R.E.A.K.S.,** but I'm afraid those features just aren't enough. The fighting is far too sluggish, and as good as the graphics look, they often have this awkward chunkiness to them. The amount of speech they put onto the cart is quite impressive but even still, that isn't enough. Overall I'd buy this cart at a low price, but a few rentals is definitely a better idea. **Shawn**

Button-mashing, cheap, simple-combo, crappy, 3D-splattering trash. The easily activated weapons ruin Bio's gameplay and the blood and gore just seem to be a cheap way of covering up the fact that the gameplay is terrible. Sure, you can jump around all over the place and there are some nice blocking moves, but **at the end of the day this will seriously frustrate anyone who considers themself a true fighting game fan.** **Sushi**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 7 | 6 | 5 | 6 |

## BUST-A-MOVE 2: A.E.

Publisher: Acclaim

Developer: Acclaim Studios

Featured In: EGM #107

Number Of Players: 1-2

Best Feature: Arcade-Perfect

Worst Feature: Looks A Little Dated

www.acclaim.net

After reviewing Bust-A-Move 3 on the Saturn a few months ago, it feels a little odd to play a newly released Bust-A-Move 2 on the N64. Even though it is a little old, the lack of puzzle games on this system makes Acclaim's decision to bring BAM 2 a sound one. Even better, BAM 2 just happens to be a very addictive puzzle game that just about anyone can learn (if my mom can play this game religiously, damn near anyone can!). Now, launching bubbles to match them up and make them explode may not seem like a rousing concept, but once you learn the game, you'll find that there's plenty of technique involved. There are a few different game modes (including Two-player and a Time Attack) that give the game some welcome variety, but Acclaim should have added a few more. It certainly wouldn't have been too hard to do, especially since BAM 3 has so many great ones. Graphically, BAM 2 is identical to the arcade (hence the Arcade Edition name), which is to say it's very colorful and anime-esque. And if you're curious, it is much sharper than the PS version, and the music and sounds are better too. If you're looking for a puzzle game, **I strongly recommend giving Bust-A-Move 2 a try.** It's not as complex or graphically impressive as say, Tetrisphere, but it can be just as addictive. **Kraig**

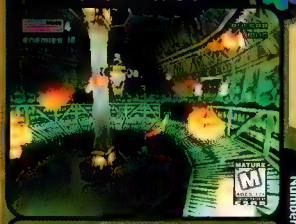
I've never been a huge fan of the Bust-A-Move series. I don't consider them "real" puzzle games (they don't require too much thought...just good aim). To make matters worse, BAM 2 is 2 years old, and it's an exact port. Acclaim should've added a few new features. **This is an old chapter of an aging series.** If the N64 is your only system, then this may be worth your money. If not, get BAM 3 for the PS or Saturn instead. **Dan**

I'll tell you something about Bust-A-Move 2...there have been occasions where my wife and I have settled arguments with it. That's what a fantastically competitive experience it is. Who's doing the washing up? First one to 10 gets to sit around while the other slaves. It's such a playable game and anyone can get to grips with it. Even the irritating music has a certain charm. **If you don't already own a version on some system, buy it.** **John D**

If you can overlook the lack of anything interesting or new in this rehash of BAM, it's worth the purchase (especially since you can't find it anywhere for the PS). **But there's still a lot of room for improvement.** Why couldn't they have added neat effects, a new soundtrack or polygonal graphics? I'm sure the N64 could've handled most anything they added. The price may be reasonable but I still don't think it's much of a value. **Shawn**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 5 | 5 | 5 | 8 |

## FORSAKEN 64



Publisher: Acclaim

Developer: Acclaim Studios

Featured In: EGM #102

Number Of Players: 1-4

Best Feature: Stunning Graphics

Worst Feature: Not Enough Save Points

www.acclaim.net

With its colored-lighting effects, fantastic futuristic environments and 30 fps fluidity, Forsaken 64 is a fine game to look at. If only its gameplay were as spectacular. It's not that the control is bad; the N64 joypad is well-suited to this type of dash-in-all-directions action. It's just that **this Descent clone gets repetitive—and difficult—far too quickly.** Missions mainly come in three varieties: kill all the enemies, collect items or take out Bosses. The occasional escort duty or bounty hunter duel is tossed in, but each stage essentially has you getting lost and blasted by hoards of cheap enemies (worse among them: the tiny fighters who nail you relentlessly with lasers, no matter how much you zig, zag or circle strafe). You can only save every five to seven missions, too, making the loss of your last life four missions past the save point poignantly frustrating. Forsaken does deliver plenty of missions, which are set up in a branching path similar to Star Fox 64. Meet certain conditions in certain missions and you break off into another mission path (beating the game opens bonus play modes, too). The Multiplayer Modes (deathmatch variants only—no cooperative) are a tad disappointing; although frame-rate remains reasonably smooth, it's hard to distinguish other players from power-ups. **Crispin**

Although the idea behind this game may sound a bit dull (finding your way through a number of underground facilities), Forsaken 64 is surprisingly decent. Problem is, the game is ridiculously hard due to lack of save points. Still, the graphics are awesome, the frame-rate is high and the levels are vast. **The Four-player Mode is more confusing than it is anything else**—the Two-player Mode is much better and more fun. **Shawn**

I would've liked to have seen some more involved gameplay here. The StarFox-esque branched missions offer too little too late. Most of the levels are very combat-oriented with few puzzles to break up the chase-and-shoot gameplay. Enemy AI is a bit dumb throughout the vanilla missions, but it makes a good stab at things in the mixed human vs. drone Multiplayer Mode. **An attractive, but ultimately mindless experience.** **John D**

**Forsaken is very similar to Descent**, but not as well designed. Sure, it looks fancier (thanks to oodles of lighting effects), but once you stop gawking at the eye-candy, you'll become bored with the shallow game underneath. There are no clever puzzles, and most of the action consists of trying not to get lost in labyrinths while dodging hordes of repetitious enemies. Still, it's fun for a while, and it looks nice. I suggest renting it. **Kraig**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 9 | 6 | 3 | 6 |

## KOBE B. IN NBA COURTSIDE

Publisher: Nintendo

Developer: Left Field

Featured In: EGM #106

Number Of Players: 1-4

Best Feature: Computer AI

Worst Feature: Unrealistic Play In The Paint

www.nintendo.com

The difference between a sports game being great or just good is often decided by a few, important gameplay tweaks. NBA Courtside is one of those games, though it has the makings of a winner: Good graphics, computer intelligence, frame-rate and options. What it doesn't have is balanced gameplay, something that often happens to brand-new sports games. **Courtside's biggest problem is that the action inside of the paint is just all wrong.** Let's say you drive in the lane. If you touch any defender along the way, your momentum is automatically stopped and you're in no man's land as defenders converge. Then your only choice is to take a jump shot (or make a risky pass), only to have it blocked. Which brings me to another point—too many blocks. In Courtside, blocking dunks is one of the easiest aspects of the game, sometimes happening three or four times per possession. How often does that happen in the NBA? But despite these gripes, I still like Courtside. Its halfcourt offense is executed well (so well in fact that you'll find yourself needing to use the playbooks) and the game feels and looks solid. The 3D player graphics probably could have been a lot more detailed, but what's on screen looks pretty good. Just plan to ignore its many unrealistic and annoying aspects. **Kraig**

NBA Courtside has great graphics, major depth and fantastic AI (easily the best of any b-ball game to date), but it's also got one glaring problem that really hurts play: **It's nearly impossible to drive to the hoop.** Every time you run into a defender, you stop dead in your tracks. Why can't you dribble through anyone? What happened to momentum? Aside of this silly flaw though (which I hope gets fixed for '99), it's a great game. **John R**

**Courtside has raised the bar** in several ways. A) Great AI actually requires skillful maneuvering to drive the lane. B) The skill level settings are very accurate. C) Combo moves flow together nicely and look awesome when done correctly. And finally, the graphics are quite good. Sounds great doesn't it? It is with one exception—bumping defenders stops you cold! It's frustrating, but easy to forgive in light of the overall stellar package. **Dean**

Out of the dozen or so basketball games I've played in my life, Courtside is definitely the best. **The AI is among the best out there.** The gameplay is balanced better than most hoops games: dunking, stealing and driving to the lane untouched is all kept to a very tolerable level. The only complaint I have (and it's a pretty big complaint) is when players pick up their dribble after someone bumps into them. It's a very frustrating flaw! **Dan**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 8 | 7 | 7 | 8 |

## MIKE PIAZZA'S STRIKEZONE

Publisher: GT Interactive

Developer: Devil's Thumb Entertainment

Featured In: EGM #105

Number Of Players: 1-2

Best Feature: You Don't Have To Buy It

Worst Feature: Just About Everything

www.gtgames.com

Even after playing this game for countless excruciating hours, **I still can't believe that a game could play and look this bad on the N64.** In fact, StrikeZone is so amateurish that it could almost be mistaken as a bad 16-Bit game. There's so much wrong with the game, I'll restrain myself and stick to a few key points. The game presentation is horrible from the graphics to the sounds. The menus, statistic boxes, and interface are ugly, and (even more importantly) the sparsely detailed and horribly animated 3D players are laughable. Pitchers throw the ball with what seems to be about three frames of animation and the bat swings aren't much better. The game also has some really goofy camera angles, the worst of which is the pitcher/batter duel that is presented in a very uncomfortable fashion. Unfortunately, the gameplay is just as bad, mostly because of the flawed batting and pitching mechanics, and (to a lesser extent) choppy player animations. Playing just one game was nearly unbearable. StrikeZone was supposed to be a fun action-oriented baseball game, but evidently the developers didn't know that's not done by just adding light-green ball trails and 900-ft. home runs. The concept was executed miserably, sadly making StrikeZone one of the worst baseball games I've played in years. **Kraig**

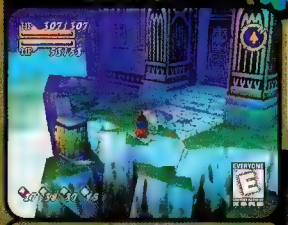
I'm befuddled after playing this one: **so many weak elements in one game!** The 3D graphics look flat and void of any good detail. A strange skewed view from behind the batter makes it hard to tell where the pitch is going. Finally, the game can't decide if it's a sim or an arcade offering (see the 850-foot home runs). Oh yeah, where's the commentary? There's just too much to list. They really need to go back to the drawing board here. **Dean**

**The first word that comes to mind when playing StrikeZone is ROUGH.** The graphics are simple if not just plain lame and the music and effects are low-fi and often muffled-sounding. On top of this, the control, animation and interface are all sub-standard. Get the picture? Compared to All-Star Baseball this doesn't even seem finished. I know the N64 is capable of great baseball games, and StrikeZone is not one of them. **Shawn**

I really had high hopes for StrikeZone, but unfortunately the final product is shockingly lackluster. The batter/pitcher interface is terrible (not only is the animation awful, but **the control is unresponsive and there's hardly any depth to hitting**), and the ball physics in the field aren't even remotely close to being realistic. If you appreciate annoyingly simplistic, unrealistic play, check it out. I'll be busy playing All-Star '99 or Griffey. **John R**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 3 | 3 | 3 | 3 |

## QUEST 64



Publisher: THQ
Developer: Imagineer
Featured In: *EGM* #106

Number Of Players: 1

Best Feature: Graphics (Sometimes)

Worst Feature: Dull, Simplistic Gameplay

www.thq.com

As the system's first RPG, Quest 64 is a dull, overly simplistic, overly short (no longer than 15 hours) adventure that at best might entertain the grade school crowd. The game fails in its attempt to mix RPG subgenres. It stinks as a traditional RPG because of its lack of character development: You never upgrade your weapons or armor, every item you find is good for one use only and level building is handled behind the scenes. Quest 64 stinks as an action/RPG, too; sure, you can move around a bit during the random, turn-based battles, but rarely can you dodge enemy attacks. Battles pop up way too often, too. Sometimes you can't take three steps without jumping into another fight. Even the magic system, which once looked so promising, is a joke. Although you can build an arsenal of more than 50 spells, you only need three to breeze through the game (the Healing, Magic Barrier and Avalanche spells). **The story is a muddled mess of mini-quests that totally falls apart toward the end.** The ending itself—a brief scroll of text—absolutely sucks. The only payoff here is the occasionally stunning scenery, which just makes it that much harder to wait for Zelda 64. Worse yet, Quest 64 seems unfinished (highly probable, considering the game is not due to hit Japan until later in the year). **Crispin**

Quest 64 (innovative name, eh?) had so much potential. The game engine is really solid for a traditional RPG (a 3D one, anyway), but the game itself is sooo stale and simplistic and just downright boring that it's hard to stay awake while playing. The story is lame and the writing is weak (the ending is pathetic), and the fight-every-three-steps battles get old real quick. **It's painfully obvious that this was rushed to market.** Too bad. **John R**

I really didn't enjoy this at all. For me to enjoy an RPG I have to at least A) like the story and B) care whether or not the character makes it through. Well...the story is your usual claptrap, and frankly **I couldn't care less whether Brian and his stupid haircut make it to save his Dad or not.** The combat system is simple and unspectacular, the graphics are repeated endlessly and the bad guys look frequently ridiculous. Wait for Zelda. **John D**

Quest 64 may look promising at first (the graphics in some areas are decent), but then **the game breaks down into a monotonous journey through mostly monotonous terrain**, with battles that occur so often that getting anywhere is a chore. The story never really goes anywhere, either. Your only real goal is to hunt down the scattered, magic-building crystals, and that just ain't enough for me. The game just seems rushed. **Sushi**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 7 | 3 | 3 | 2 |

## WETRIX

Publisher: Infogrames
Developer: Zed Two
Featured In: *EGM* #103

Number Of Players: 1-2

Best Feature: Unique Gameplay

Worst Feature: No Variety

www.infogrames.com

You can say I'm a puzzle game freak. I'm also big on games that are innovative and completely original. Wetrix is a puzzle game. Wetrix is also innovative and completely original. Unfortunately, the game just doesn't do much for me. The concept of building lakes to contain water sounds good on paper, but it doesn't make for a terribly exciting game. All you do is build walls and do damage control, over and over...and since each stage looks pretty much the same (except for the few in the Handicap Mode) the game gets real repetitive, real quick. Larger or different-shaped playing fields would've been nice. OK, so how about the two-player game? I thought perhaps competing against humans would make Wetrix a little bit more enjoyable (I love the thrill of stomping my co-workers down in competitive puzzle games). Unfortunately, the two-player Wetrix experience isn't a whole lot better. Since you have to play on split screens, it's slightly difficult to place the pieces exactly where you want them to go (and **"slightly difficult" can translate into "very frustrating" in a puzzle game** where the slightest gap could spell doom—a problem that's also present in the one-player game). In the end, Wetrix is a unique game that offers great ideas but falls short in the "fun" and "addictive" departments. **Dan**

When I first started playing this I had high hopes for another excellent puzzle game in the vein of Tetrisphere (a personal favorite). Unfortunately though, it falls a bit short. My biggest problem with it is that the balance seems all off. **The blocks you have to arrange and the water that you have to contain seems to be distributed far too randomly.** To add to the annoyances, once you get things going it becomes too repetitive. **John D**

Wetrix is a refreshingly different puzzle game that's extremely pretty, but **not as hopelessly addictive as I had expected.** I can't seem to stay interested for more than three or four games at a time. The challenge is there, but the excitement isn't, especially in the disappointing Two-player Mode, which lacks the fever and depth of most classic puzzlers' 2P Modes. The game is polished, and it's not *bad*, but I'd rather play Tetrisphere. **John R**

This puzzler gets points for most creative use of the Tetris block-dropping concept. Building pools to contain falling water doesn't quite match the intensity of the faster stages of Tetris, but it's not bad. I would've liked it more if the falling blocks could be snapped into place quicker. As it is the game is slower due to alignment time. Two-player play is OK, but nothing earth-shattering. The words **"solidly average"** could best describe this one. **Dean**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 7 | 6 | 7 | 7 |

## AZURE DREAMS

Publisher: Konami
Developer: Konami
Featured In: *EGM* #106

Number Of Players: 1

Best Feature: Familiars

Worst Feature: Starting Over At Level 1 Each Time

www.konami.com

You gotta respect 'em: RPGs that don't follow any of the traditional rules, RPGs that introduce new and entertaining ideas, RPGs that can keep you up for days. Azure Dreams is one of those RPGs. On the surface, it may look like a repetitive hack-and-slash adventure. But if you give Azure Dreams a chance, say more than 10 hours of gameplay, you'll find a deep game that could really grow on you. **In the beginning, I hated the game.** It has a goofy save system (which I won't get into here...just make sure you read the instructions before you lose hours of work like I did). I also hated (and still hate) the five item carrying limit when entering the monster tower. I also didn't like (and still don't like) starting my character over at Level 1 each time I enter the tower (but I understand why the game was designed this way). But if you can get used to Azure Dreams' unconventional ways, you'll find a brilliant RPG underneath. The monster companion system (your familiars) is very cool. The interaction between you and the town's denizens is always interesting (and always changing to suit the current game conditions). Building up the town and pursuing love interests are just icing on the cake. This is not an RPG for everybody, but if you want something very different from the norm, check it out. **Dan**

Azure Dreams reminds me a lot of the Mysterious Dungeon series from Japan, only with much more to do and a much larger amount of possibilities within gameplay. The graphics are a bit of a turnoff (talk about ugly), but **the game's depth is admirable**, and once you dig in for several hours, things start to get real addictive, real fast. Being forced back to Level 1 all the time stinks, but it's understandable. Nice game. **John R**

This titanic role-playing/strategy/Monster Rancher hybrid has you doing so much stuff, it might seem intimidating to RPG newbies. Turns out **Azure Dreams is easy to get into and very addicting** once you've spent some time in the tower and collected a few monsters. And there's so many critters to collect, side quests and in-town activities that the game never really drags. Its non-linear nature may not be for everyone, though. **Crispin**

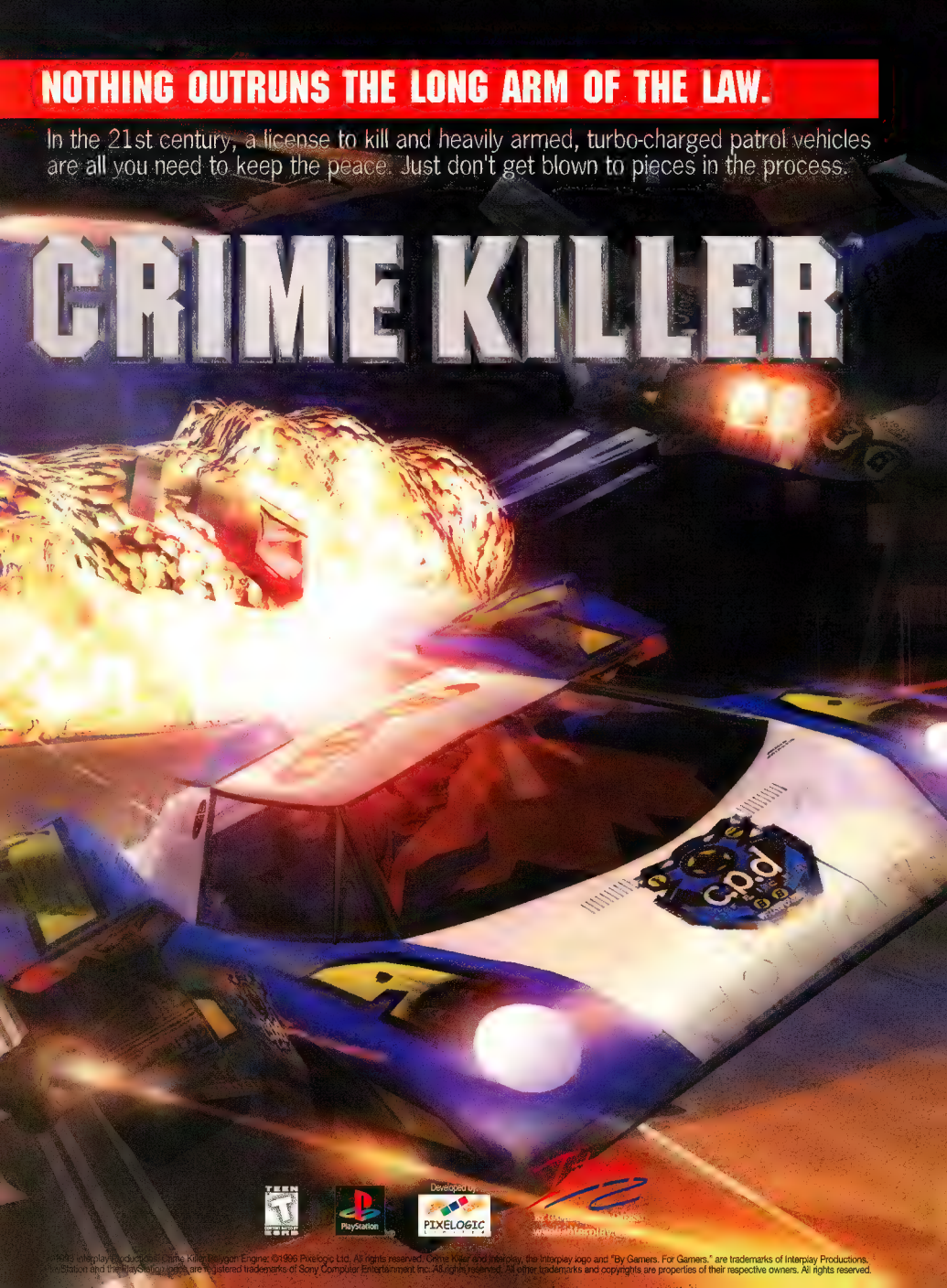
Whether or not you like Azure Dreams is going to depend a lot on which you value more in a game—content or presentation. **Building your own little town and raising monsters is addictive as can be**, but the graphics and sounds in this one aren't going to impress anyone. If you don't mind mixing a little Monster Rancher into your RPG, you'll love Azure Dreams. If you're more of a traditionalist, you may want to pass. **Sushi**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 5 | 6 | 8 | 8 |

# NOTHING OUTRUNS THE LONG ARM OF THE LAW.

In the 21st century, a license to kill and heavily armed, turbo-charged patrol vehicles are all you need to keep the peace. Just don't get blown to pieces in the process.

# CRIME KILLER




TEEN

PlayStation

Developed by...
PIXELOGIC

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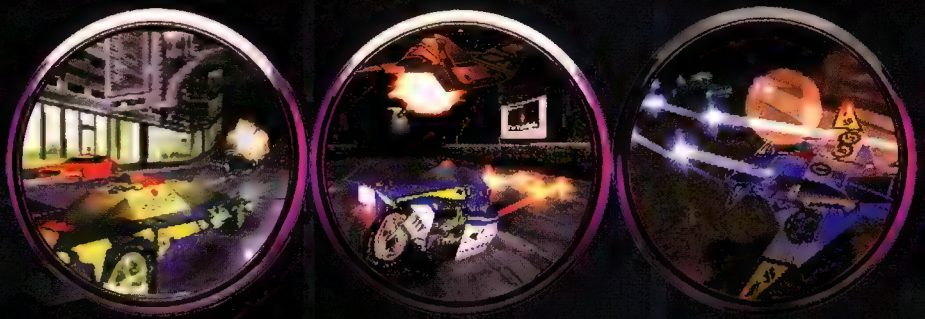
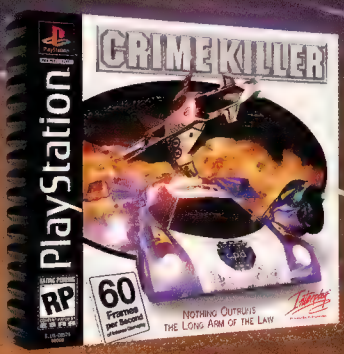


- Patrol the streets at a breakneck speed of 60 frames per second.
- Bring in law breakers dead or alive (or barely alive) with high-powered non-lethal or lethal weapons like the Vulcan Cannon.
- Maintain the peace with the Turbo Patrol Car, Bike or Wing – you're a crack shot with each.
- Real-time 3D environments with complete freedom of movement for clean shots in the back.
- Over 17 scenarios of adrenaline-pumping high-speed criminal pursuit missions – all caught on interior or exterior cameras.
- 1 or 2-player split screen action.




# PURSUIT NOW IN PROGRESS

"YOU'LL GET SPOILED BY THE SPEED."
- OFFICIAL U.S. PLAYSTATION MAGAZINE

## CARDINAL SYN

Publisher: Sony Interactive Studios

Developer: Kronos

Featured In: *EGM* #102

Number Of Players: 1-2

Best Feature: The Graphics

Worst Feature: Unbalanced Characters And AI

www.playstation.com

**Why Sony even bothered with Cardinal SYN is beyond me.** It may have some interesting characters and a decent FMV intro, but underneath its fancy-looking facade is a below-average fighter. Sure, the graphics and sounds may be up-to-snuff but neither of those things can sell this game. The combos are far too easy to pull off, the AI is awful (either being way too easy or way too hard) and the spikey environments kill me as many times as the CPU opponents do. I do like the ability to run around, crack open a chest and get some health or a power-up but then you get into some polygon break-up problems. On top of this, the sword power-up found in at least one chest per arena makes you (or the enemy) way too powerful. I guess it's good since it makes beating your opponent easy, but who wants to win so cheaply? Not this kid. In the case of Cardinal SYN, innovative ideas just didn't come off as originally planned. One specific good point that I'd like to mention is CS's final Boss Kron. This huge, incredible-looking dragon is one of the coolest end-Bosses I've ever seen. He practically fills the whole screen. Still, as a two-player game it may be one to rent, but as a one-player game Cardinal SYN just doesn't cut it. With Tekken 3 available, avoid buying this one at all costs! Oh well... **Shawn**

So often we see games that are a bunch of lost opportunities. This could have been a superb weapons-based combat game, but it is severely let down by a clumsy control system and a selection of moves which, while prolific in number, actually feels very limited. **An example of a "button masher" if ever there was one.** The graphics are stunning though—and the 3D interactive scenery is a nice change from the norm. **John D**

This horribly ho-hum weapons-based brawler dredges up too many bad memories of Mace: The Dark Age (not to mention Iron & Blood) and not enough good memories of Soul Blade. **Enemy AI is dumb as a stump one second, insanely cheap the next.** The animation is so fast and choppy that blocking is often a matter of luck rather than skill. Many moves are difficult to pull off, too. At least the arenas and the fighters look cool. **Crispin**

Kronos must've thought **"Let's make another 3D fighter Sushi-X really won't like."** If so, I should congratulate them on a job well done. First there was Criticom, then there was Dark Rift, and now Cardinal SYN comes out and it's more of the same—flashy graphics with crappy gameplay. On top of this, there's nothing I hate more than cheap button-mashing and lame AI. I don't even recommend renting this one. Save the money for a Coke. **Sushi**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 8 | 7 | 4 | 4 |

## FORSAKEN

Publisher: Acclaim

Developer: Acclaim Studios

Featured In: *EGM* #105

Number Of Players: 1-2

Best Feature: Incredible Graphics

Worst Feature: Insanely Hard Enemies

www.acclaim.net

I probably would've given Forsaken a higher score if all I did was sit and watch somebody else play it. The graphics are simply incredible—the best I've seen on the PS so far. **How did they squeeze that much power out of the PlayStation** and still maintain a speedy frame-rate? But alas, our job here isn't as simple as sitting down and looking at pretty graphics. And that's why Forsaken ended up getting a score just above average. Why? First, the enemies are ridiculously hard, often outmaneuvering me by leaps and bounds. Should enemy ships be that skilled? In later levels maybe, but not in the first few. Luckily the password system helps alleviate some of that difficulty. The enemy AI may not have mattered as much if the control (which takes a very long time to get the hang of, by the way) was better. Even after repeated plays I would still spin around, missing the enemy or get stuck on a wall while a bad guy pounded away at my near-lifeless husk. Either way I was disoriented enough to lose over half of my life. On the plus side, the weapons in Forsaken are really cool. I like how there are just so many different kinds of weapons you can pick up—it's hard to keep track of them all. Overall, I'm excited about this game from a technical standpoint only; it has excellent graphics but little gameplay. **Shawn**

By the time you're done playin' this decent Descent rip-off, two things'll stick in your mind: its incredible graphics and its incredibly cheap enemies. Even on the easiest difficulty setting, **Forsaken's flying baddies are true aces who can easily dodge your attacks.** Part of the problem here is the control, which takes about an hour or so to get used to. Otherwise, the levels are a bit more interesting than those in the N64 version. **Crispin**

If it were scored on graphics alone, Forsaken would have been rated incredibly high, but as you know, that's not how we do things around here. **Forsaken is simply not a very fun game to play.** It's bad enough that the game isn't as good as Descent, but the ridiculously complex game control just does not work well with any PS controller that I've tried. Basically, Forsaken is a fancy game to look at, but that's just about it. **Kraig**

This actually looks one hell of a lot better than the N64 version we looked at this month. **The graphics are much sharper and some of the effects are more defined than the "smears" that the N64 produces.** The gameplay itself suffers though...this rev is even more linear (no branching) and seems to be trying even harder to be Descent. You're going to NEED a Dual Shock to get to grips with the difficult controls too. **John D**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 9 | 7 | 3 | 4 |

## GRAN TURISMO

Publisher: Sony Computer Entertainment

Developer: SCEI/Polys Entertainment

Featured In: *EGM* #105

Number Of Players: 1-2

Best Feature: Just About Everything

Worst Feature: Mostly Japanese Car Names And Models

www.playstation.com

Ignoring the hype that surrounds the enormous number of dream (and Honda Civic-esque not-so-dream) cars, the equally prolific track options, the incredible graphics and the beautiful animation—at its heart this is a game that is tuned virtually to perfection. Everything seems to handle just right. Powerful cars "feel" like untamed beasts bearly kept in check, while smaller sportsters allow you to throw them around bends with scant disregard for the laws of physics. The cars respond with over- and understeer just as you'd expect them to, in a way that no other game has managed to convey. This isn't just a quick-fix racer, though. After getting your thrills in the Arcade Mode you can switch to the more complex "meat & potatoes" side of things—the Simulation Mode. Buy yourself a clapped-out old banger, take it to the Sunday races and begin your career. **Win some money, upgrade your jalopy and eventually find yourself in a position to buy a GT-R spec Acura NSX capable of snapping knicker elastic at a hundred paces.** If I have any quibbles with the thing it's the overly fussy way that you have to earn a racing license to compete in different events. It's a great idea, but the procedure is a little long-winded. Aside from that, this is wonderful. Gran Turismo really is the definitive racer. **John D**

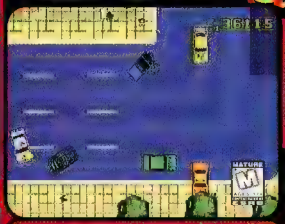
Get used to this quote, 'cause you're gonna hear it a lot: **Gran Turismo is the best racing game of all time.** GT is loaded with so much depth, so many options, so many CARS, so much variety—it just literally destroys anything that's come before it. Everything about the game is just about perfect, except for the lame fact that many cars still have their Japanese names and likenesses. Aside from that, however, GT just rocks. **John R**

GT is arguably the best racing game out right now (don't forget NFS 3). **I'm amazed at the number of cars they packed in this title** (over 160). They're not cookie-cutter, either. They all handle differently, not to mention being REAL (I can race my CRX—very cool!). Imagine the high-adrenaline gameplay of Daytona distilled into a realistic, contemporary racing sim—a darn good mix. There's just not enough space to give this one its due praise. **Dean**

As good as Gran Turismo is (I love it dearly) I've got to complain about a few facets of this brilliant game. First, getting the different licenses is annoying. I'd rather have access to more things much quicker. Also, there should be more American cars. I have an Acura Integra, and I'm disappointed they only have the Japanese styled one in the game. Despite my gripes, **every racing fan should almost feel obliged to buy this game.** **Kraig**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 9 | 8 | 9 | 9 |

## GRAND THEFT AUTO



Publisher: Take 2 Interactive

Developer: Visual Sciences/DMA Design

Featured In: *EGM* #104

Number Of Players: 1

Best Feature: R-Rated Content

Worst Feature: Graphics Are A Bit Primitive

www.asgames.com

Any game that swears at you, makes lewd remarks and handles some of the more "mature" issues out there is OK by me. A top-down, scrolling action-fest throughout, some of the mechanics for Grand Theft Auto can probably trace back their roots to the 8-Bit days...but don't let that put you off. You start out on foot, and must commandeer vehicles and weapons that you find in the streets. Anyone that gets in the way can be bumped, squashed, shot or simply run off the road. Any vehicle on the road is fair game—cars, motorcycles, buses, limos—whatever. Just stand in the street, run up to the vehicle, throw the driver out and then tear off toward your objective. Missions vary from blowing up police stations with bomb trucks to taking drug lords and their stash to safety. **If nothing else, you have to admire this for its balls.** For years we've been talking about games taking on more adult themes and tackling the same issues as R-rated movies...well this is it. While visually not the most stylish game ever, its simple controls and sequential mission-based gameplay make it quite enjoyable. Add to this a truly awesome soundtrack and you have something well worth checking out. Think of it as the video game equivalent of *The Big Hit*...only without Marky Mark.

**John D**

Bringing new meaning to **"politically incorrect gaming,"** Grand Theft Auto may become a sleeper hit. While challenging at first, using the overhead view to execute the mini-missions turned out to be rather cool. I really got into the ambience of the game, especially the urban atmosphere. The attention to detail (music, language, etc.) helps a lot. A map option would've been nice but no biggie. Action-adventure fans will eat it up.

**Dean**

Let's face it. This game's hype is based 100 percent on its so-called controversial and "mature" content. Without the swearing and the criminal activities, GTA would have very little draw. The action does have an old-school arcade feel to it, which is a plus. And I have to admit, **I had fun carjacking and cruising around the city.** GTA is definitely worth checking out...If for nothing more than seeing how naughty this game can get.

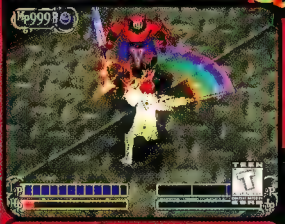
**Dan**

**At first I thought Grand Theft Auto was lame.** I figured the violence and foul language was just covering up a mediocre game. Well, I'm not saying GTA is the best game around but it definitely brings something new to the table. GTA may be hard as hell and the graphics less than perfect, but it's still enjoyable. The size and variety of missions make GTA a game to check out. For those with tender ears, note the hardcore language.

**Shawn**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 5 | 7 | 7 | 6 |

## THE GRANSTREAM SAGA



Publisher: T*HQ

Developer: SCEI/Shade

Featured In: *EGM* #107

Number Of Players: 1

Best Feature: Innovative Battle System

Worst Feature: Simplistic Design

www.thq.com

Something about The Granstream Saga really hooked me. It's not incredibly deep, nor is it a very long game (it doesn't have a counter, but I'm sure it took me no more than 25 hours to beat), but **the story kept me interested right to the very end.** It's not FF-caliber, but it's definitely worth playing through at least once, if only to see how the game ends (it's a shocker, believe me, and there are two different endings, each entirely different from the other). The graphics are awesome, but they come with a price: You never have more than one person in your party, and you never fight more than one enemy at a time. Normally this would suck, but the game's very cool real-time battle system makes up for it. The soundtrack is excellent, as are the anime cut scenes interspersed throughout the game. Even the voice acting is good, save for one or two characters that are insanely cheesy. My main problems are as follows: 1) Aside from healing magic, all of the spells are worthless. You really never need to use magic in combat, which is a shame. 2) The dungeons, while large, are extremely linear and basic in design. 3) The writing is average at best, and a good deal of the emotion was lost in the translation. Still, overall I can't complain—I enjoyed the time I spent with Granstream, and I'd REALLY like to see a sequel.

**John R**

TGS isn't a complex—or even lengthy—RPG; its inventory, magic and level-building systems are all simple. It's just a fun, fully polygonal, pretty RPG that's easy to get into. The novel combat system is a refreshing change from the tap-buttons-with-your-eyes-closed battles of most RPGs, and **the FMV-driven story is very cool** (despite some less-than-gripping dialogue). A few trial-and-error puzzles make the quest drag at times.

**Crispin**

If Granstream were 10 hours longer and more challenging it would be one of my favorite RPGs of all time—it's A LOT of fun to play. **Problem is, there's little or no challenge most of the time.** It's really a shame. The graphics are sweet (even though nobody has facial features) and the music fits really well. The battle system kept me interested in most every fight as well. TGS is definitely nice—just don't expect too much from it.

**Shawn**

Aside from its very unique battle system (which, while cool, was not exploited to its full potential at all), there's not much along the lines of innovation in The Granstream Saga. However, **somehow the game still manages to keep you captivated throughout**, which is more than I can say for most cookie-cutter RPGs these days (in Japan, anyway). The story is interesting, the graphics are pretty and the game is easy to get into.

**Sushi**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 8 | 8 | 7 | 4 |

## JERSEY DEVIL

Publisher: Sony Computer Entertainment

Developer: Malofilm Interactive

Featured In: *EGM* #107

Number Of Players: 1

Best Feature: Simple, Fun Gameplay

Worst Feature: Everything Else

www.playstation.com

Jersey Devil is a hard nut to crack. Even though the graphics are rough, the camera angles need work and the controls are a little loose, the game is still fun to play. And when it comes down to it I guess that's what counts. Still, **I can't overlook the number of glaring problems this game has.** First, even though it's hard to judge where to jump and when to hit enemies, the game is surprisingly easy. In fact, in the first two areas of the first level I rounded up 15+ free lives, my all-time high being 25. That's a bit overboard I'd say. Unfortunately you'll need most of the free lives you find due to cheap, fall-from-a-ledge deaths. Next, too many times I'd enter a room through a doorway and the camera would stay behind me in the other room. Where'd Jersey Devil go? I'm not sure. I could've simply moved and the camera would've followed, but if you're in a room with deadly falls, that's a risky move to say the least. Lastly, the graphics remind me of a nice-looking first-gen game—some style but mostly chunky visuals. One time while I was playing, I fell right through a wall straight to my death. Talk about a costly glitch! Stuff like this really shouldn't make it into the final version of a game. On the good side, the animated intro, musical score and sound effects are just plain awesome. I say rent it at best.

**Shawn**

Jersey Devil comes close to being a good 3D platform game, but doesn't quite make it. My biggest gripe with it is that **its technical shortcomings interfere with gameplay.** All too often, I found myself wrestling with the camera or trying to judge perspective before killing an enemy or jumping. Otherwise, the graphics are pretty good, and it takes a while to finish, so it's probably worth renting if you've already finished Gex or Blasto.

**Kraig**

Another perfectly adequate 3D platform game hits the PlayStation. The graphics are OK, and the gameplay incorporates various mechanics plagiarized from just about any other platform game you can think of. Run, jump, do "spinny" attacks on things, move boxes, pick up objects...etc. **Being "original" doesn't seem to be high on its list of priorities.** Remember Aero the Acrobat on the Genesis? Now imagine it in 3D.

**John D**

Looking for some 3D platform action? Blasto just doesn't do anything for you? Well, you may want to give Jersey Devil a shot. **While it's no Gex or Mario by any means, JD has plenty going for it.** Most of the levels have interesting puzzle elements (rather surprising for such a simple-looking game). The control is also dead-on. Unfortunately, JD is missing a free-look feature and is a bit on the easy side. Otherwise, it's a decent game.

**Dan**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 6 | 7 | 5 | 5 |

# N2O: NITROUS OXIDE

Number Of Players: 1-2

Best Feature: Twitch Gameplay

Worst Feature: Repetitive Levels

www.foxinteractive.com

Publisher: Fox Interactive

Developer: Gremlin Interactive

Featured In: *EGM* #106

Like Nanotek Warrior and Tempest 2000, N2O is a retro game hidden inside a flashy, psychedelic package. Yet **this title is more repetitive than it is addicting.** Despite the variety of insectile enemies, special weapons and tunnel terrain in the more than 30 levels, what we have here is a pretty simple shooter. Since high scores are N2O's goal, much of its fun comes from putting together mega-point-building strategies. Should you simply blast the same bug type repeatedly to achieve a score-soaring streak? Should you let certain enemies slip past you so you can face tougher and more valuable incarnations ahead? Or should you concentrate on nabbing coins and buying smart bombs and shields? Score bonuses and bonus stages abound, too. Replaying the levels (you can save before each one) and trying these different strategies is what kept me into N2O, although the game never got me pee-in-my pants excited. Visually, N2O is a hi-res, 60 fps masterpiece. The tunnels whiz by, undulate, and spin with all the pizazz of an Amiga demo. Just as cool is the music, a thumping techno mix featuring five tunes by The Crystal Method. The split-screen Two-player Mode (don't play the Same-screen Mode—it's worthless) is a fun feature I'd like to see in more 32-Bit shooters.

**Crispin**

Nanotek Warrior...Tempest 2000...N2O...you know what it's all about: scoring big and seeing how far you can get. N2O's not bad for an arcade shooter. It offers a little more technique than just shoot-everything-you-see. The trippy visuals are nice and the soundtrack rocks (**the music actually kept me coming back for more!**). All I want to know is, what kind of drugs were the programmers taking when they created this game?

**Dan**

Part Nanotek Warrior, part Tempest 2000, the colorful and trippy **N2O is the most psychedelic game I've ever played.** Loads of lens flares and light-sourcing are as big a part of the experience as its gameplay, so much so that N2O lets you tweak them for maximum enjoyment through the Options Menu. The Crystal Method soundtrack completes the experience in this mindless and repetitious (but strangely enjoyable) game.

**Kraig**

**For those of you big into the whole electronic thing, N2O is for you.** It does a good job at mimicking Tempest with its trippy effects, Electronica soundtrack and flashy graphics, but it also has enough original ideas so as not to be called a rip-off. The gameplay is fairly repetitious, but keep in mind the idea here is to give you an arcade experience and not a complex story line. The main drawback is the difficulty...good luck.

**Shawn**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 8 | 9 | 5 | 7 |

# TOMBA!

Number Of Players: 1

Best Feature: Lots Of Variety

Worst Feature: Easy To Get Lost

www.playstation.com

Publisher: Sony Computer Entertainment

Developer: Whoopee Camp

Featured In: *EGM* #105

It comes as no surprise whatsoever that the main man behind Tomba! (Tokuro Fujiwara) is the same man who played a large part in the development and creation of many of my old-school favorites, including Mega Man, Ghouls 'N Ghosts and Bionic Commando, back in the '80s. His latest creation, Tomba!, is packed with the same kind of innovation and challenge that made video games fun in the first place, and **it's certainly one of the best 32-Bit platformers out there, if not THE best.** Tomba! takes the "2D gameplay in a 3D environment" method of platforming to the next level, with multiple levels of play (foreground and background), a variety of weapons, items and power-ups to find and utilize, and numerous goals to achieve throughout the game (more than 125 in total—many of which overlap as the game progresses). In fact, you could easily get away with calling Tomba! a "platform/RPG." The graphics and sounds are very impressive (great soundtrack!), and the light humor sprinkled throughout is refreshing and funny (many times bordering on bizarre). My only (minor) complaint about Tomba! is that with all of the overlapping subquests that occur, sometimes it's easy to lose track of what you need to do. Still, overall Tomba! is a fantastic game, and one that is destined to become a classic.

**John R**

Tomba! is one of the most surprising games I've played this year. Quirky, and full of very um...interesting quests, this platformer has a unique feel and personality. The combination of 2D and 3D graphics is incorporated very well into the game, and there's plenty of really cool places to explore. There's even some RPG elements such as talking to townsfolk and gathering items. **If you like platform games, you've gotta try this one.**

**Kraig**

Don't be fooled by Tomba's kooky exterior. Underneath its childish and wacky shell is a complicated action title with more than 100 mini-adventures to go on. And that's exactly what I like about the game—it has some weird stuff that keeps you rolling on the floor but it also presents enough challenges to keep you busy. **Tomba! is one of those games that's worth a purchase** even though it's not up to today's high graphical standards.

**Shawn**

Like Klonoa, Tomba is a state-of-the-art side-scroller, **an almost perfect marriage between sprite-based characters and polygonal environments**. But there's a heck of a lot more to it than running and jumping. This game is rich with RPG elements, and it packs so many little tasks and sidequests that it's hard to keep track of them all. Tomba is also satisfyingly long, not to mention one of the most humorous games ever made.

**Crispin**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 7 | 8 | 8 | 7 |

# VR BASEBALL '99

Number Of Players: 1-2

Best Feature: Realistic Gameplay

Worst Feature: Too Many HRs, No Create A Player

www.vrsports.com

Publisher: Interplay

Developer: VR Sports

Featured In: *EGM* #105

VR Baseball '99 has probably surprised me the most of this year's baseball games. It's definitely the most improved of the big three (Triple Play, MLB, VR Baseball), and even though it still has some problems, I've found it to be **the most realistic PS baseball game so far this year**. Since I've got a lot to say here, I'm going to be as concise as possible. First of all, here are my problems with VRB 99: 1) You can't create or edit players. That's a must these days. 2) Pressing Select to bring up the Pitch Menu becomes rather annoying after a while. 3) Some outfielders have seemingly bionic arms. 4) Like MLB '99, there are too many homers. I've had several high-scoring games where the only runs scored were HRs. 5) Finally, while I actually like the batting system—I'd prefer it if there was an option to have a cursor to aim your swings (and pitches, for that matter). OK, that's it for problems—now the good stuff: 1) The graphics and sounds are much improved over last year's VRB (no play-by-play though). 2) The game has very nice AI. Foul balls are actually frequent, errors are called when you screw up plays (not at random), the CPU takes advantage of your stupid moves, etc. 3) Most importantly—VRB '99 is fun. What else matters? If the series continues to improve at this pace, I'll be quite satisfied.

**John R**

While I still prefer MLB '99 for PS baseball, this much-improved sequel is definitely in the hunt. Most notable, the AI and gameplay are really solid, making games a lot of fun in both One- and Two-player Modes. **Actual game-speed is very fast, something other baseball games should aspire to.** The animation is good if not a bit choppy, and the sounds are nice. I only wish there was targeting in the batting interface and Create A Player.

**Dean**

VR Baseball '99 is a very solid baseball game. It has almost everything it needs to compete in this tough market: plenty of options, great sound (except no play-by-play) and decent graphics. Sometimes, it's hard to get base runners to go exactly where you want them to go, and sometimes, it's hard to differentiate a high-bouncing one-hopper from a pop fly. **This game isn't superstar material, but it's pretty good, nonetheless.**

**Dan**

As of right now, **VR Baseball is probably the most improved sports franchise.** The first one was horrible, but VR '99 is quite good. The strength of this game is that it's fun and realistic. There's a few too many home runs, but it's something that can be lived with. The game's major problems lie with its passable, but bland graphics and sound. Luckily, the gameplay is good enough to make this baseball game second only to MLB '99.

**Kraig**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 7 | 6 | 5 | 7 |

## WORLD CUP 98

Publisher: Electronic Arts

Developer: EA Sports

Featured In: N/A

Number Of Players: 1-8

Best Feature: Slightly Improved Features

Worst Feature: Frame-Rate

www.easports.com

FIFA: Road to World Cup 98, oops, I mean World Cup 98 is a shameless attempt to cash in on the current real-life World Cup hype. **Whoever heard of releasing two versions of one game within one season?** Don't get me wrong, it's still a very solid game. But the minor improvements don't warrant spending any amount of money on this game (that is, if you already own RtWC 98). Let's break it down. The good: The passing is a bit more realistic (where some passes lead the receiver). The voice play-by-plays are the best in the business. They are amazingly accurate and comprehensive, giving you a true "live" feeling. For example, the announcers know when the game's a real blow-out; they even do great commentary on the old-time classic games. The bad: the cruddy frame-rate. Boy do I hate choppy animation (is it just me?). When the screen gets real busy, especially near the goals, it sometimes becomes difficult to follow the action. The ball tends to jump around all over the place. Also, the goalkeepers (although much improved over RtWC 98) still behave irrationally on occasion—they are very inconsistent, even on the highest difficulty setting. The ugly: watching the boys dance around in the middle of the field after winning the World Cup. Talk about a bunch of fruitcakes!

**Dan**

Unfortunately, EA has once again made a PlayStation soccer game that has such a shoddy frame-rate that the matches might as well be played in mud. Frankly, this is getting a little tiresome. World Cup 98 could be such a great game if EA would pull back a little on the graphics, juice up the game speed and make the player animation more smooth. But as it stands **this is a game loaded with features, but lacking in gameplay.**

**Kraig**

Although not as pretty as the N64 version we reviewed last month, this is possibly a slightly more playable version of World Cup 98, probably because of the PlayStation joypad being more suitable. **Underneath all the World Cup gloss it's still basically only an enhanced version of RtWC,** but some significant changes are apparent. The goalies seem a touch smarter, and the tackling system feels far more precise.

**John D**

It looks as if EA heard the complaints of those of us who felt Road to World Cup was too easy, because the AI in World Cup 98 is noticeably improved. Still, **gameplay-wise, there's not enough different in WC98 to really warrant shelling out another $50** unless you don't already own RtWC 98. If you don't though, don't think twice about this game—it's excellent all around and as always with EA, the presentation is fantastic.

**John R**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 7 | 8 | 4 | 8 |

## X-MEN VS. STREET FIGHTER

Publisher: Capcom

Developer: Capcom

Featured In: *EGM* #106

Number Of Players: 1-2

Best Feature: Lots Of Fighters

Worst Feature: Whaddya Think? No Tag Team!

www.capcom.com

Let's get this straight: if you've played the Japanese Saturn version, or if you're expecting a close-to-perfect arcade translation, you will NOT like this game (see my preview in issue #106 to see all the areas in which the PS version is lacking). BUT...if you're new to the series (and you enjoy flashy, combo-rich 2D fighters like Marvel Super Heroes), then you might really enjoy this game. **On its own merits, the PS X-Men vs. Street Fighter isn't bad.** With 17 unique characters, dead-on controls and an insane variety of combos (manual, super and team), you won't grow tired of this one anytime soon. It's still worth repeating, however, that this version is a horrible translation of the awesome arcade game (Capcom asked us not to make this "unfair" comparison...oh well, too late). Because the PlayStation is so weak in the 2D department, this game suffers from some tremendous slowdown, long load times and worst of all, a lack of a tag team feature. Although this version plays much better than X-Men: CotA, it still is far from being ideal. Also, the addition of super cancels and steroid-boosted combo meters, to be frank, sucks. They are both compensatory afterthoughts that don't work too well for this game. X-Men vs. Street Fighter ain't too bad...that is, if you don't think about what you're missing.

**Dan**

I'm a big fan of the Vs. series, but XMvSF on the PS just doesn't cut it at all. It's bad enough they had to cut out the two-on-two tag play of the arcade, but what's worse is that **the game suffers from INSANE amounts of slowdown.** The extra modes are OK (Training in particular is at least useful), and I actually prefer being able to cancel supers, but the slowdown just kills it all for me. Too bad Saturn's dead, Capcom fans...

**John R**

I can't tell you why this version of X-Men Vs. SF doesn't let you control your teammate during a battle. Sure, they can come in for a super but that's it. Still, the game is pretty fun to play. My major complaint is the animation. **Since when do moves only require what seems to be three or four frames?** I always thought they were more fluid than that. Whatever the case, it's not great, but it is worth checking out. Rent it first.

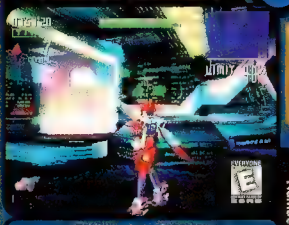
**Shawn**

I'm an old-school SF purist. You all know that. These 30-hit super combos, aerial raves, super jumps and screen-clearing special moves are a real turnoff sometimes. I can tolerate the arcade X-Men vs. SF. The PS one I can't. It's slow and has terrible animation. Worse, the best feature of the original, team play, is out! **This game shouldn't be on the PlayStation.** You should modify your Saturn and import the Japanese version.

**Sushi**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 4 | 6 | 6 | 6 |

## BURNING RANGERS



Publisher: Sega of America

Developer: Sonic Team

Featured In: *EGM* #107

Number Of Players: 1

Best Feature: Deep Gameplay

Worst Feature: Too Short

www.sega.com

Burning Rangers is revolutionary right from the get-go, but not because of anything you can see. The cool thing here is what you hear—an incredible amount of well-acted radio chatter that guides your every turn. These vocal cues work so well I hardly ever got lost in the maze-like stages. Beyond that, you can definitely tell BR is Yuji Naka's handiwork. Like his NiGHTS, it emphasizes player performance over game length, grading you on how many victims you save, the time it takes to kill Bosses, etc. **Yet as short as NiGHTS was, BR is even shorter.** It delivers only five stages (not including the final Boss level and a shooter stage that's reminiscent of Sonic 2's half-pipe bonus rounds). And since BR's Bosses are easy to defeat, you'll likely breeze through this game in four hours. Of course, you're expected to replay the game for a better grade, and the few levels here are sensational. Set in a building, aquarium lab and space station, they're packed with extraordinary lighting and transparency effects—at the cost of excusable clipping problems. Control is perfect 90 percent of the time, but there are a few places (such as underwater, in zero-G or on the last level's scaffolding) where it's a bit jiffy. The front end and anime cinemas are all top-notch. I only wish there were more stages.

**Crispin**

The voice navigation system throughout all of Burning Rangers' levels is superb, and coupled with some excellent level design and characterization, this is a very enjoyable experience. **The whole game may be a bit linear, the graphics may tear and break up and the camera may have some small problems...but despite this, it's a great game.** There's a sense of urgency and tension throughout that makes you want to get to the end.

**John D**

BR has really rough controls and even rougher graphics. Good thing it has other positive features going for it. The action is always frantic (if not a bit frustrating due to the controls). The voice-overs keep things exciting and running smoothly. The entire concept is very original. **Just be warned: BR is short.** The value isn't in how long the game is; it's in replaying the levels to get a better grade (remember NiGHTS?).

**Dan**

**Burning Rangers is a fairly short but incredibly original game.** There really aren't many bad points. The graphics may be a little chunky but the effects are definitely pushing the Saturn to its limit. Besides this, the camera angle can be quite erratic when close to a wall. And that wraps up the negative points. Everything else in the game is awesome: The overall gameplay, speech, control, missions and level design. This is one to get.

**Shawn**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 7 | 8 | 8 | 6 |

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Official U.S. PlayStation Magazine

# games.com

It's All You Need To Know

# EDITORS' PICKS OF THE MONTH

ELECTRONIC GAMING MONTHLY

## July 1998

## OVERALL

| | | | |
|---|---|---|---|
| 1 | new | Gran Turismo | EGM GOLD |
| 2 | 2 | Tekken 3 | EGM GOLD |
| 3 | 2 | Panzer Dragoon Saga | EGM GOLD |
| 4 | new | Tomba! | EGM SILVER |
| 5 | new | All-Star Baseball '99 | EGM SILVER |
| 6 | 2 | Einhänder | EGM GOLD |
| 7 | 2 | Hot Shots Golf | EGM SILVER |
| 8 | new | NBA Courtside | EGM SILVER |
| 9 | new | Azure Dreams | |
| 10 | 2 | 1080° Snowboarding | EGM SILVER |

## NINTENDO 64

| | | |
|---|---|---|
| 1 | : | All-Star Baseball '99 |
| 2 | : | NBA Courtside |
| 3 | 2 | 1080° Snowboarding |
| 4 | 10 | GoldenEye 007 |
| 5 | 2 | World Cup 98 (Electronic Arts) |

## PLAYSTATION

| | | |
|---|---|---|
| 1 | : | Gran Turismo |
| 2 | 2 | Tekken 3 |
| 3 | : | Tomba! |
| 4 | 2 | Einhänder |
| 5 | 2 | Hot Shots Golf (SCEA) |

## SATURN

| | | |
|---|---|---|
| 1 | 2 | Panzer Dragoon Saga |
| 2 | : | Burning Rangers |
| 3 | 4 | Virtua Fighter 2 |
| 4 | 7 | NiGHTS |
| 5 | 9 | Astal |

## HOW TO READ THE TOP 10 CHART

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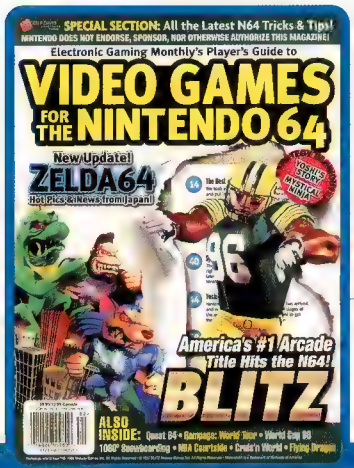


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See *EGM²* issues 48 & 49 for the complete walk-through!

EGM²

# Quest 64

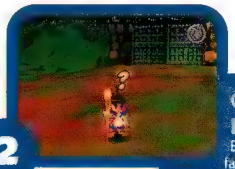
By the *EGM²* Staff

The first role-playing game for the Nintendo 64 offers a full 3D world to explore and a good share of secrets to find. The information on these pages should get you through the first half of the game.

## Find Secrets in the Overworld...

Most of the secrets in Quest 64 revolve around the search for **Spirits**. These small white wisps of smoke are scattered throughout the Overworld and require a keen eye to find. The more spirits you find early on, the faster your magic builds. Below is a list of the tougher ones to find:

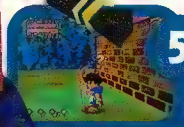
**1 Dondoran**
Look in the sandy open area near the castle, where two women talk.



**2 Connor Forest**
Before you face the Boss, look directly in the area before the doors to Solvaring.

**3 The Flats**
You will find three spirits in the dead-end areas on the path to the boat.

**4 Glencoe Forest**
Actually, you might miss this entire area if you're not looking carefully in **The Flats**. The path to the forest is well-concealed by the camera angle. Look for a log that slopes downward to walk on. You should find at least six spirits in the forest.



**5 Carmagh**
Look outside the hut you'll come across on the road to Normoon.

## Mastering Magic

Quest 64 offers a unique magic-building system: As you find more spirits, you get to choose which magic categories to build up. Overall, the best area to build up first is **Water**. Not only does it have strong magic attacks, but it also has the vital healing spells and **Drain Magic**—a spell you'll find invaluable later in the game. The other three—**Earth, Wind** and **Fire**—all have decent offensive spells as well. Below is a list of all the available spells. Note that you don't need to build up to the 50 maximum spirits to get the entire spell list for each elemental.

### Earth

| Spell | Spirits | MP |
|---|---|---|
| Rock L1 | 1 | 2 |
| **Rock L2** | 4 | 2 |
| Spirit Armor L1 | 7 | 2 |
| Rolling Rock L1 | 10 | 2 |
| Weakness L1 | 13 | 2 |
| **Rock L3** | 16 | 3 |
| Magnet Rock | 19 | 3 |
| Spirit Armor L2 | 21 | 3 |
| Avalanche | 24 | 3 |
| Confusion | 27 | 3 |
| Weakness L2 | 31 | 3 |
| Rock Shower | 34 | 3 |
| **Magic Barrier** | 36 | 3 |
| **Rolling Rock L2** | 41 | 3 |
| Weaken All | 43 | 3 |

### Fire

| Spell | Spirits | MP |
|---|---|---|
| Fireball L1 | 1 | 1 |
| Fireball L2 | 4 | 2 |
| Power Staff L1 | 7 | 2 |
| Homing Arrow L1 | 10 | 2 |
| Hot Steam L1 | 13 | 2 |
| **Fireball L3** | 16 | 3 |
| Compression | 19 | 3 |
| Power Staff L2 | 22 | 3 |
| Fire Pillar | 24 | 3 |
| **Homing Arrow L2** | 28 | 3 |
| **Fire Bomb** | 30 | 3 |
| Vampire's Touch | 32 | 3 |
| **Magma Ball** | 36 | 3 |
| Extinction | 40 | 3 |
| Hot Steam L2 | 44 | 3 |

### Water

| Spell | Spirits | MP |
|---|---|---|
| Water Pillar L1 | 1 | 1 |
| Water Pillar L2 | 4 | 2 |
| **Healing L1** | 7 | 2 |
| Soul Searcher L1 | 10 | 2 |
| **Water Pillar L3** | 13 | 3 |
| Ice Wall | 15 | 3 |
| **Ice Knife** | 16 | 3 |
| Exit | 19 | 2 |
| Escape | 23 | 3 |
| Return | 24 | 3 |
| Heal L2 | 25 | 3 |
| Soul Search L2 | 33 | 3 |
| Walking Water | 35 | 3 |
| **Drain Magic** | 40 | 3 |
| Invalidity | 46 | 3 |

### Wind

| Spell | Spirits | MP |
|---|---|---|
| Wind Cutter L1 | 1 | 1 |
| Wind Cutter L2 | 4 | 2 |
| Restriction L1 | 6 | 2 |
| Evade L1 | 8 | 2 |
| Silence L1 | 10 | 2 |
| **Wind Cutter L3** | 12 | 3 |
| Large Cutter | 13 | 3 |
| Restriction L2 | 16 | 3 |
| **Wind Bomb** | 20 | 3 |
| Evade L2 | 24 | 3 |
| **Cyclone** | 28 | 3 |
| Slow Enemy | 32 | 3 |
| Wind Walk | 37 | 3 |
| Silence L2 | 42 | 3 |
| **Ultimate Wind** | 47 | 3 |

The most useful spells for each elemental are listed in **Bold Print**.

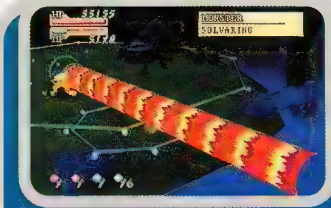
# Monster Statistics

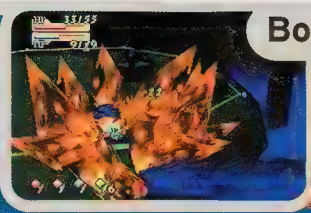
Don't waste your magic (and battle turns) casting Soul Searcher Spells. Below is a comprehensive list of the creatures you'll encounter for the first half of your journey.

- **Monster:** Name of monster
- **HP:** Hit points
- **ATK/DEF/AGI:** Attack/Defense/Agility
- **Attack:** What kind of magic the monster uses. It seems monsters are less vulnerable to magic that uses the same elemental

| Monster | HP | ATK | DEF | AGI | Attack |
|---|---|---|---|---|---|
| Apophis | 128 | 14 | 12 | 21 | Wind |
| Arachnoid | 148 | 22 | 17 | 36 | Earth |
| Bat | 24 | 5 | 3 | 11 | Wind |
| Big Mouth | 28 | 8 | 2 | 4 | Water |
| Blood Jelli | 97 | 20 | 11 | 32 | Earth |
| BumbleShoot | 9 | 8 | 1 | 6 | Wind |
| Cockatrice | 140 | 19 | 10 | 16 | Earth |
| Dark Goblin | 80 | 12 | 14 | 35 | Wind |
| Death Hugger | 50 | 10 | 9 | 28 | Wind |
| Frog King | 108 | 9 | 11 | 18 | Water |
| Frog Knight | 38 | 8 | 8 | 10 | Water |
| Ghosthound | 99 | 12 | 16 | 43 | Wind |
| Ghost Stalker | 75 | 11 | 18 | 28 | Earth |
| Goblin | 83 | 20 | 12 | 19 | Earth |
| Gremlin | 83 | 13 | 15 | 46 | Wind |
| Hot Lips | 125 | 14 | 6 | 30 | Earth |
| Jock-O'-Lantern | 160 | 24 | 30 | 30 | Earth |
| Kobold | 40 | 7 | 6 | 16 | Wind |
| Lamia | 220 | 24 | 17 | 34 | Wind |
| Mad Doll | 70 | 10 | 11 | 17 | Earth |
| Man Eater | 24 | 6 | 4 | 6 | Earth |
| Man Trap | 65 | 11 | 4 | 8 | Earth |
| Marionasty | 28 | 6 | 6 | 10 | Earth |
| Merrow | 77 | 12 | 14 | 36 | Water |
| Ork | 198 | 25 | 14 | 33 | Earth |
| Ork Jr. | 63 | 12 | 14 | 16 | Earth |
| Parassault | 13 | 8 | 2 | 6 | Water |
| Scare Crow | 120 | 19 | 10 | 38 | Wind |
| Skelebat | 79 | 15 | 9 | 46 | Wind |
| Skeleton | 80 | 12 | 20 | 40 | Wind |
| Temptress | 132 | 19 | 16 | 28 | Water |
| Thunder Jell | 198 | 26 | 15 | 25 | Earth |
| Treant | 160 | 14 | 7 | 24 | Water |
| Were Hare | 9 | 3 | 1 | 5 | Wind |
| Wolf Goat | 95 | 14 | 17 | 39 | Earth |
| Wyvern | 310 | 20 | 15 | 54 | Wind |

## Boss 1: Solvaring



**How to Beat Solvaring:** Don't try to get close to him; use a ranged attack such as the **Ice Knife** spell and run around him in a wide circle. After attacking, juke sideways to avoid his fire blast (-10 HP). You'll slowly wear him down.

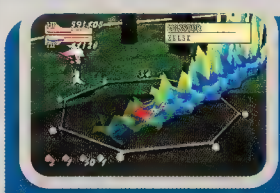
**Player Beware!** The danger of bum-rushing Solvaring with your staff comes when he pulls off his lethal up-close earthquake attack (-17 HP). It can't be sidestepped when you're that close to him.

**HP: 100 ATK: 6 DEF: 15 AGI: 17**

## Surviving in the Overworld...

1. First-time players can easily lose their bearings after a battle and get lost. Remember to check the compass frequently as you travel.
2. Always replenish a wing immediately after you use it—that way, you'll be able to warp to any city at any time.
3. People in town only replenish items you've run out of—so get items from them first before opening up treasure boxes.

**HP: 680 ATK: 22 DEF: 22 AGI: 60**



**How to Beat Zelse:** Like Solvaring, stick to ranged spell attacks. You'll face the flying triangles from afar (-17 HP), but they can be easily dodged as long as you're far enough away to react quickly. Up close, look out for the wind spikes that do a lot more damage (-34 HP). The Boss can't heal, so wear her down. The **Drain Magic** spell will seriously help you recover MP for healing and attacking.

## Boss 2: Zelse

# Tricks of the Trade

**Trickman Terry fishes for some new codes!**

Well, the Trickman had a little trip to Catalina Island (yes...they finally let him out of his cubicle), courtesy of Interact and went on a boat to do a little fishing and code hacking. Little did he know that boats go back and forth even in calm waters. A little seasickness never hurt anyone, but the Trickmeister didn't keep his lunch for very long (yuk)! He did, however, gain some skills in code finding and got to try out the killer GameShark for Game Boy first-hand! Now that he's back and vowed to stay off boats for a while, Terry is ready to take on the world of tricks once again. Help the Trickman in his code endeavors by sending in your latest and greatest codes to:

**Tricks of the Trade**
**1920 Highland Avenue, #222**
**Lombard, IL 60148**
**or send e-mail to:**
**tricks@zd.com**

## Trick of the Month

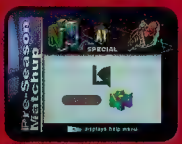
## Kobe Bryant in NBA Courtside

### SECRET TEAMS

This is an easy trick, but it will reveal three hidden teams not normally found in the game. While you're at the Main Menu Screen, highlight Pre-Season and hold the L button. While holding it, press the A button. At the Pre-Season Matchup Screen, scroll to the right until you reach the symbols of three new teams. They are the Nintendo Gamers, Nintendo Plumbers and the Left Field Lefties.

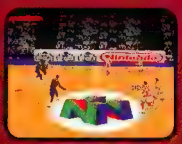
**Ty Lebert**
**Juneau, AK**

While highlighting Pre-Season, hold the L button and press A




At the Matchup Screen, scroll right until you see the team

Nintendo staff members will be your teammates in the game



Play the Nintendo Plumbers against the Nintendo Gamers

## X-Men vs. Street Fighter

### PLAY AS AKUMA

OK, so Akuma is easy to find. In case you don't know where he's hidden, just go to the Player Select Screen and highlight any of the top characters (Juggernaut, Dhalsim, etc.). Now press Up. The hidden box with Akuma's face will appear, and you can play as him in any mode.

## Theme Hospital

### LEVEL PASSWORDS, CLEAN HOSPITAL

From the Main Menu, access the Password Option. Enter the button codes for the levels as shown here.
**Level 2** - X, Circle, Square, Triangle, Triangle, Circle, Square, X
**Level 3** - Circle, Circle, Triangle, Square, X, Triangle, Circle, Triangle.
**Level 4** - Square, Triangle, Circle, Square, X, X, Triangle, Circle.
**Level 5** - Circle, Triangle, Square, Circle, X, Triangle, Circle, Square
**Level 6** - Square, Triangle, Square, Circle, X, Square, X, Circle.
**Level 7** - Square, Triangle, Triangle, Circle, X, Square, Triangle, Circle
**Level 8** - X, Triangle, Square, Circle, Triangle, Circle, Square, X,

Also, to get a clean hospital, save the game and reload it again when the hospital becomes full. All of the garbage and patients will disappear, allowing a fresh start.

At the Password Screen, enter the codes for different levels

**Steven Schohn**
**Pittsburgh, PA**

## Win Games and Accessories for your Tricks!

If your trick is selected as the Trick of the Month, you will win a free GameShark provided by the kind people at InterAct. If you are given credit for submitting a hot trick in this section, you will win a free game. Gaze at the tiny text below, so you can get all the details on the free stuff.

NOTE: If you send your trick by e-mail you must include your real name, address, city, state and zip code.

**Contest Rules:**

1. **No Purchase Necessary:** To enter, send a letter or standard size postcard with your best trick codes for any video game to "Tricks of the Trade," 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148, or e-mail us at: tricks@zd.com. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by June 20, 1998. All entries become exclusive property of Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization, or household per issue. Winning entries may be printed in EGM and/or EGM², however, only one prize shall be awarded.
2. **Prizes:** First Prize winners will have their name and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of $60.00. The best trick submitted by the First Prize winners will be declared the Grand Prize Winner. One Grand Prize winner will receive (in addition to the First Prize awards) one (1) Game Shark. Grand Prize has an approximate retail value of $99.95. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (1) Uniqueness (25%); (2) Novelty (25%); (3) Accuracy (25%); and (4) Originality (25%). Judging to be held on or about June 25, 1998. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable.
3. **Odds of Winning:** The number of winners and the odds of winning will be determined by number of valid entries received.
4. **Eligibility:** Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within five days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Ziff-Davis Inc., InterAct Accessories and their respective affiliates are not eligible. Neither Ziff-Davis Inc., InterAct Accessories nor their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, costs, or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that Ziff-Davis Inc., InterAct Accessories and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes.
5. **Winners List:** For a list of winners, send a stamped, self addressed envelope identifying the month for which the winners list is requested to "Tricks of the Trade Winners List," 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. Requests for winners lists must be received by the 15th day of next month following the on-sale date of the publication. Allow four weeks for delivery of winners list.
6. **Restrictions:** Void where prohibited or restricted by law. All federal, state and local regulations apply.
7. **Sponsors:** This contest is sponsored by Ziff-Davis Inc. and InterAct Accessories, Inc. ©1998 Ziff-Davis Inc. All Rights Reserved. Printed in USA.

EGM 150

# Star Wars: Shadows of the Empire

## DEBUG MODE

After a long wait, a debug code has finally been revealed for this game! This code is difficult and will require one very flexible person, or two people to make it work. First, you must enter your name as _Wampa_ _Stompa (one space before Wampa and two spaces before Stompa). Now begin playing a level and press Start to pause the game. Now press and hold the following buttons simultaneously: L button, R button, Up-C, Down-C, Left-C, Right-C, Z, and Left on the D-pad. With all of these held (here comes the tricky part), press the analog stick halfway to the Left and wait until you hear a low beep. Then press halfway to the Right and wait for the low beep. Press halfway to the Left again and wait for the beep, and then again halfway to the Right. Do it once more halfway to the Left, and then you will see pink text above all the other options on the top of the screen. Use the L and R buttons or Left and Right on the D-pad to switch between the available debugging options such as Invincibility, 50 lives, get all stuff, antialiasing, texture, lighting, fog, next level, kill dash, and much more! Resume your game to take advantage of any of the debug options. To get the Debug Menu again, pause the game and press L button, R button, Up-C, Down-C, Left-C, Right-C, Z, and Left on the D-pad. With all of these held, hold halfway Left on the analog stick and the debug text will reappear.

Enter your name as _Wampa_ _Stompa on this screen.

While playing, pause your game and enter the difficult code.

If you did it right (it may take a while), purple text will appear.

# Reboot

## LEVEL SKIP

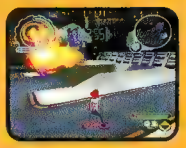
At the Main Menu Screen, where it says, "New Game," enter one of these codes quickly (Note: Free Shield and Full Glitch Energy do not work with each other. Enter only one of them at a time):

**Free Shield with Every Glitch Pick-Up** - Down, R1, Left, Right, L2, R2, Left, Right, Up.

**Full Glitch Energy** - Right, L1, Up, Right, Down, L1, R1, Up, Down, Left.

**Play as Enzo** - Up, Left, Down, Left, Down, L1, R1, Right, Down, Right.

On the Main Menu Screen, enter one of the codes shown.



Now you can start and play as Enzo throughout the game!

# Rascal

## LEVEL SKIP

From the Title Screen, access the Options and move to the Key icon. Press X and then you will be able to enter a password. Now, enter the word, HOUSE. It will tell you that you have a valid password. Now go back to the Title Screen and start your game. Now press R1 to cycle through the available levels, and R2 to choose the specific room of that level. Now hold R1 and you will jump to that specific stage!

Enter HOUSE as your password. Choose levels with R1 and R2.

# 1080° Snowboarding

## GET ALL TRICKS EASY

From the Main Menu, choose the Training option. Now select your rider and board. During the training session, select an easy trick from the Trick list (such as Lien Air) and then go off the jump or the side of the half pipe and do the trick. While you are still in mid-air, quickly press Right-C twice. This will bring up the Trick List again. Now choose a trick that you haven't done before (such as a 1080 Air) and land the Lien Air. The computer will think that you landed a 1080 and give you credit for it!

- via the Internet

# Diablo

## UNLIMITED GOLD

To get an unlimited amount of gold in the game, follow these steps:

1) First start a new game and earn some money fighting. About 1,000 gold will be fine, but it could be less. It will just be easier to gain money if you gather more in the beginning.

2) Save your character (not the game, just the character). Let's call him "Trickman."

3) Then hit Reset and start another new game, but this time make it a two-player game.

4) The second player should be just a new character, and class makes NO difference. Let's call this one "Moneyman."

5) At this point, Trickman should give all his money to Moneyman.

6) Now, save character on Moneyman, NOT Trickman.

7) Hit Reset again, and bring both of these characters back in to a two-player game.

9) Continue steps 5-7 until Moneyman has around 5K.

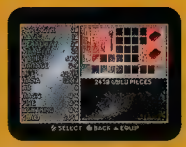
10) Enter a new game yet again, but this time have Moneyman give all of his money to Trickman, and save Trickman.

11) Enter another new game with both of these characters. Go back and repeat steps 5-7, but this time you'll be passing 5k each time rather than 1k!

12) Whenever Moneyman has all the money you want, just have him give the load to Trickman, and save Trickman! Restart a new game with Moneyman in it anytime you need some more! Just DON'T save Moneyman after he gives the motherlode to Trickman.

After getting enough gold, save the player and begin a two-player.

Load your previously saved character with the new one.



When both the players have money, the transfer is easier.

Drop the gold you've collected and let the other character get it.

# Quake

PAUL MODE, WEAPONS, EASY DIFFICULTY

At the Main Menu Screen, access the Options. Within the Options Screen, put in these codes for various results:

**All Weapons Added** - With "Customize Controls" highlighted, quickly press R, X, L, Z, L, R, Y, L, R, Y.

**Paul Mode** - With "Customize Controls" highlighted, quickly press R, L, X, Y, Z, R, L, X, Y, Z.

**Easy Difficulty** - With "Music Volume" highlighted, quickly press R, L, X, Y, Z, R, L, X, Y, Z.

Once the code has been entered, a confirmation message will appear behind the Options Menu.

Once you do the code, it will be confirmed with this screen.

Press Control, Pause, or Enter to exit the Options Menu. Do the code via the Internet

# GameShark Codes

**PS:**

ARMORED CORE
Have All Heads
80031a940101
80031a960101
80031a980101
80031a9a0101
80031a9c0101
ARMORED CORE
Have All Cores
80031a9e0101
80031aa00101
ARMORED CORE
Have All Arms
80031aa20101
80031aa40101
80031aa60101
80031aa80101
80031aaa0101
80031aac0101
80031aae0101
80031ab00101
ARMORED CORE
Have All Generators
80031ad20101
80031ad40101
80031ad60101
ARMORED CORE
Have All Boosters
80031ae0101
80031ae20101
80031af00101
BLASTO
Full Power Blast-o-matic
d000e22a00ff
800cd4340002
JET MOTO 2
Unlock Enigma Racer
8016b0de0001
8016b1300001
JET MOTO 2
All Courses Open in Single Track
8016af060301
MLB '99
Press L2 For 2 Outs
d00b19000001
800cd7080002
MLB '99
Press R2 For 0 Outs
d00b19000002
800cd7080000
MLB '99
Press L1 For 2 Strikes
d00b19000004
800cd7080002
MLB '99
Press R1 For 0 Strikes
d00b19000008
800cd7080000
NBA SHOOT OUT '98
Infinite Creation Points
8015bbbc0000
80010572a064
POINT BLANK
Infinite Lives P1 in Arcade Mode
800b732c0005
POINT BLANK
Always Infinite Bullets P1 in Arcade Mode
800ad1a87fff
POINT BLANK
Quick Level Gain in Quest Mode P1
800b76a8ffff
SAN FRANCISCO RUSH
Drone Cars Cannot Drive
d00074bc0001
800560440000

**N64:**

1080 SNOWBOARDING
Must Be On
de0004000000
1080 SNOWBOARDING
Infinite Lives
8026b1cb0003
1080 SNOWBOARDING
Enable All Levels
81255080ooff
SNOWBOARD KIDS
Enable Sinobin
8110ae5e0100
SNOWBOARD KIDS
Gold Medals
810eca220101
810eca240101
810eca260101
810eca280101
810eca2a0101
810eca2c0101

# Need for Speed III: Hot Pursuit

ACCESS CARS, VIEWS AND TRACKS

From the Game Setup Menu, highlight and access the Options. Move down to User Name and enter the following passwords for various results:

**SPOILT** - This gives you all the regular cars and tracks.
**SEEALL** - Additional camera views are now available (Access the "cameras" option).
**Bonus Tracks:**
**PLAYTM** - Toy Room Car track.
**XCAV8** - Caverns Underground Track.
**XCNTRY** - Auto Cross Canyon Track.
**MNBEAM** - Space Race Space Station Track.
**GLDFSH** - Scorpio-7 Underwater Track.
**MCITYZ** - Empire City Bonus Track.
**Bonus Cars:**
**JAGX** - Jaguar XJR-15
**AMGMRC** - Mercedes Benz CLK GTR
**ROCKET** - El Niño Supercar

From the Game Setup Screen access the Options

On the Options screen, pick the "User Name" option.

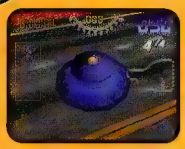
Enter your name using one of the codes listed here.

You can race one of the secret cars on the Space Station track!

# San Francisco Rush

EXTRA CARS

Select your track and vehicle. Then choose your transmission and hold one of the buttons shown for the extra cars: **R1 = Buggy Car, L1 = Mini Truck, Triangle = U.F.O.** (Note: You must hold one of these buttons for the entire time the game loads the level)



Access the secret U.F.O. by holding the Triangle button.

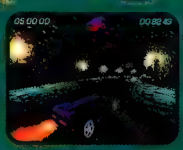
Hold button down while loading to access the secret cars.

Get the truck by holding L1.

# Auto Destruct

SUBWAY TIME TRIAL

At the Main Menu Screen, press L1, Left, L1, R1, Right, R1. Now access the Time Trials option and a new Subway option will be available to test your skills.



You will be testing your speed skills in the subway

# Trickman's Reference Guide

This guide is a reference to all of the game codes printed within the last six months of *EGM*. Note: This does not include GameShark codes or any other codes that use a peripheral attachment. Look for the update in next month's Tricks of the Trade.

## Issue #102

| | | | |
|---|---|---|---|
| Clay Fighter 63 1/3 | N64 | PlayStation Underground No. 3 | PS |
| Dragon Ball GT: Final Bout | PS | Street Fighter EX + Alpha | PS |
| Extreme-G | N64 | Super Mario 64 | N64 |
| Final Fantasy VII | PS | Triple Play '98 | PS |
| Formula 1: CE | PS | | |
| Mace: The Dark Age | N64 | | |
| Marvel Super Heroes | PS | | |
| NFL Quarterback Club '98 | N64 | | |
| Nightmare Creatures | PS | | |
| Pandemonium! 2 | PS | | |

## Issue #103

| | | | |
|---|---|---|---|
| Colony Wars | PS | Test Drive 4 | PS |
| Duke Nukem 64 | N64 | Time Crisis | PS |
| Fighting Force | PS | Tomb Raider 2 | PS |
| Final Fantasy VII | PS | | |
| Frogger | PS | | |
| G-Police | PS | | |
| Monster Rancher | PS | | |
| Moto Racer | PS | | |
| PlayStation Underground No. 4 | PS | | |
| Star Wars: MoTK | PS | | |

## Issue #104

| | | | |
|---|---|---|---|
| Aerofighters Assault | n64 | One | ps |
| Cart World Series | ps | Robotron 64 | n64 |
| Courier Crisis | ps | Sonic R | sat |
| Dragon Ball GT: Final Bout | ps | Street Fighter Collection | sat |
| Duke Nukem 3D | sat | Wayne Gretzky 98 | n64 |
| Duke Nukem 64 | n64 | War Gods | N64 |
| Last Bronx | sat | Wild Arms | PS |
| Monster Rancher | ps | | |
| NBA Live '98 | ps | | |
| Nuclear Strike | ps | | |

## Issue #105

| | | | |
|---|---|---|---|
| Auto Destruct | PS | WCW Nitro | ps |
| GoldenEye 007 | n64 | | |
| Jet Moto 2 | PS | | |
| Micro Machines V3 | PS | | |
| Mortal Kombat Trilogy | gc | | |
| NFI Quarterback Club '98 | n64 | | |
| Red Asphalt | ps | | |
| Resident Evil 2 | ps | | |
| Street Fighter Collection | ps | | |
| Test Drive 4 | ps | | |

## Issue #106

| | | | |
|---|---|---|---|
| Beast Wars | ps | Speed Racer | ps |
| Bloody Roar | ps | | |
| Bust-A-Move 3 | sat | | |
| Critical Depth | ps | | |
| Extreme-G | n64 | | |
| GEX: Enter the Gecko | ps | | |
| Ghost in the Shell | ps | | |
| GoldenEye 007 | n64 | | |
| NASCAR 98 | ps | | |
| Skullmonkeys | ps | | |

## Issue #107

| | | | |
|---|---|---|---|
| 1080° Snowboarding | n64 | Triple Play 99 | ps |
| Auto Destruct | ps | | |
| Duke Nukem 3D | sat | | |
| GEX: Enter the Gecko | ps | | |
| GoldenEye 007 | n64 | | |
| Pitfall 3D | ps | | |
| Quake 64 | n64 | | |
| Skullmonkeys | ps | | |
| Snowboard Kids | ps | | |
| Spawn | ps | | |

## Lode Runner

### MULTIPLE TRICKS

**Level Warp** - In the middle of play, hold L2 or R2 and press one of the corresponding buttons to warp to a different level:
Circle = Forward one level
Square = Back one level.
Triangle = Forward 15 levels
X = Back 15 levels.

**Extra Lives** - On your last life, press Select and go to "Restart." When the level reappears, you will begin it with five lives.

**See the Cinemas** - On the Main Menu, move down to Options. With Options highlighted, take controller 2 and use the key shown below to combine buttons for different level cinemas. [R2=1, L2=2, R1=4, L1=8]
While holding the combination of buttons, press X to access that cinema.

For example: If you wanted to see the Level 3 cinema, you would hold R2+L2 and then press X all on controller 2.

**Faster Gameplay** - Choose "The Legend Returns" from the Main Menu Screen. Highlight "1 Player" on the next screen and hold R2. Then press the X button. The game will now be playing faster than before.

**Adam Reed**
**Smyrna, TN**

## Steel Reign

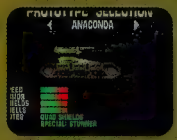
Here are some codes for the cool tank game, Steel Reign!

**Invincibility** - At the Main Menu Screen, press L2, L1, R2, Circle, Square, Circle, Circle, L1, L2, L1. You will hear a sound to confirm the code worked. Now you will be invulnerable to all enemy fire!

**Get all Tanks** - At the Main Menu Screen, press L1, L2, L1, Circle, Square, Circle, Circle, L2, L1, R2.

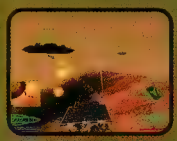
**Hidden Level** - At the Main Menu Screen, press L1, L2, L1, L2, R2, R1, Square, Circle, Square, Square. You will be exploring the surface of Mars.

At the Main Menu Screen, enter any one of the codes.



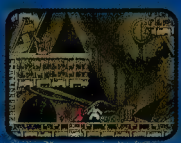

Get all the tanks for access to the Anaconda super tank!

This one has an unlimited supply of ammunition!

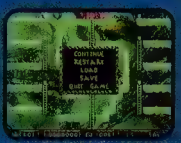


Explore the surface of Mars with the NASA probe.

To access the cinemas, press the correct buttons on controller 2.



You will automatically be warped to the selected cinema.




To get five lives, choose to restart the level from the Pause Menu.

Toys
Gadgets
Electronics
Cool Places
New Media

# Get Some!

*Cool stuff you could probably live without, but shouldn't*

## Iron Comic

Think about this: the Tekken story done in comic-book form. Yeah, it makes a lot of sense to us too. This full-color comic from Knight Stone Publishing gives an illustrated version of the Tekken 2 story. Look for a Tekken 3 comic in upcoming months.

**Price** Around $3
**For More Information**
www.knightstone.com
**Phone** N/A

## The Master Says...

Rhino Home Videos gives what so many fans of MST3K have wanted: a high-quality collection of MST3K episodes on tape. Sold individually or in a set of three, the set gives you a look at two classic episodes and an exclusive blooper reel: *Manos: Hands of Fate*, *Gunslinger* and *Poopie* (the bloopers).

**Price** Around $20 each
**For More Information**
www.rhino.com
**Phone** (800)432-0020

## The Electric Chair

If you consider yourself a die-hard gamer and techhead, the Intensor chair from BSG Labs is for you. Not only does the seat work with your console systems, it also lets you jack-in any of your audio and video components. Five speakers make for a crystal-clear bass-filled romp through any game or movie. The detached subwoofer shown is optional.

**Price** $300-600
**For More Information**
www.intensor.com
**Phone** N/A

## Glamour Boys

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by Shawn Smith
shawn_smith@zd.com

# The Final Word

## Game Developers, Their Style and Sequels

Think about this for a second: You are anxiously awaiting the new album from your favorite band, but when you pick it up, you find the songs on the disc sound a lot like the ones on their last album. But since this band is your favorite, you welcome their style. In this case, more of the same is a good thing.

With that said, why are so many people hard on game sequels? Specifics aside, we usually gripe they're too much like the last game that particular developer made. But why is this bad when all they may be doing is maintaining their style just like a musical group does?

When you think about it, there isn't much difference between, say the team at Rare and the Beastie Boys, even though one group makes games and the other makes songs. So instead of looking at game developers as companies who make games, think of them as groups who make fun and interactive pieces of art. It's the same way you may look at the Beastie Boys: as recording *artists*. Don't get me wrong, I don't want to look at game companies as people who make snobby "fine art" but there is a definite art to it.

**If you like the Beastie Boys, you don't mind one bit when they retain their unique style from album to album. What about game sequels though? Where does style come in?**

Maybe it's a technology issue. All you need to play music is a CD or tape deck—the technology hasn't changed in quite some time. But with games, there is always a new tech around the corner; therefore, developers may be constantly changing their unique style. Or maybe it's a cost thing. Music CDs only cost $15 a pop, whereas games are easily $40 each.

Technology and cost aside, for me it's a matter of mindset. Take Tekken 3 for instance. It's the best fighting game on the PlayStation as far as all of us at *EGM* are concerned. Now let's play make-believe: With the knowledge that Tekken 3 is the best fighting game out right now for the PlayStation, if a Tekken sequel by Namco came out and was nearly the same, would we gripe that it's too similar to the previous Tekken game? No, because we loved Tekken 3 so much, this "pretend" sequel would be equally as good.

On the flipside there's the Tomb Raider series. The first Tomb Raider was excellent: It had nice-looking 3D graphics, large levels, cool puzzles, etc. Tomb Raider II came along and offered many of the same things but with some improvements. Some people thought it was too much of the same though. Wasn't Core merely maintaining its style while improving the game's content?

The way I look at it, most game sequels are about retaining style without sacrificing quality content. The idea of "style" and how it affects game sequels is something to be considered when judging a sequel from a development team responsible for a lot of games—especially ones of a high caliber. It's not unreasonable to think of games as a form of art since "style" plays a big part. If you agree with this, maybe it won't be as easy to pawn quality games off as just "more of the same." Remember, you don't have a problem with your favorite band retaining their unique style.

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# Next Month

The Post-E3 issue of *EGM* promises to be packed with tons of hot and spankin'-new information.

The Review Crew will see how Ken Griffey stacks up to All-Star Baseball.

## ELECTRONIC GAMING MONTHLY

**August 1998**

At long last, official Sega Katana information will be revealed. We'll be playing games like Virtua Fighter 3 at home in no time.

The post-E3 issue of *EGM* is always be full of surprises, so we really recommend you take a look-see. There will plenty of new never-heard-of-before games, and we know for a fact that Nintendo will be unveiling at least two new ones (probably both made by Rare). *EGM* will also have the first official information about Sega's exciting new Katana system (if it even keeps that name) and the biggest PlayStation game this Christmas.

With so many new games to cover at E3, there's no need for a precise list, but we can tell you that this will be one of the most important issues of the year.

## EGM²

**July 1998**

Don't become a fatality: Join the ranks of expert Mortal Kombat 4 players with our strategy blowout for this bloody N64 brawler.

The second part of our Gran Turismo strategy guide kicks into high gear—including info on how to beat all the licenses!

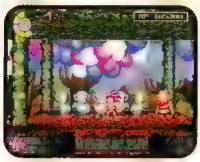
It'll be yet another Nintendo 64 sports bonanza with the arrival of Mike Piazza's StrikeZone and World Cup 98.

Are you looking for some Nintendo 64 games? We've got them! First off comes the home conversion of Mortal Kombat 4—does it play like the arcades? Find out first with our strategy.

Next for the Nintendo 64 are a slew of summer sports games, such as Mike Piazza's StrikeZone and World Cup 98. Our strategies reveal what make these games tick.

The PlayStation comes well represented too, with strategy guides for the 3D RPG adventure The Granstream Saga (a #1 hit in Japan) and the second part of our Gran Turismo strategy. That's just for starters: We've got more surprises up ahead!

Take to the streets for real with SCEA's superb racer Gran Turismo.



Check out one of the most unusual platformers yet to hit the PlayStation.

## Official U.S. PlayStation Magazine

**July 1998**

We peek behind the scenes into the design process of Legacy of Kain 2: Soul Reaver, the sequel to Crystal Dynamics' dark RPG.

In July's issue of *OPM*, you'll find an in-depth feature preview of Legacy of Kain 2: Soul Reaver, a game that's certain to change the way gamers look at the PlayStation. You'll also find a preview of Rogue Trip, the game that's being hailed as the unofficial successor to Twisted Metal. Also included is a comprehensive list of every PS game scheduled to be shown at this year's E3 in Atlanta. All this, and a demo disc, too! This month's disc includes Blasto, Tomba, NBA ShootOut 98, and the incomparable Gran Turismo! PlayStation owners, why would you buy anything else?

*All editorial content subject to change.

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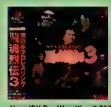
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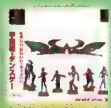
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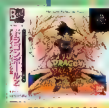
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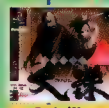
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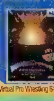
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3. Pack your games, all paperwork and any coupons in a box. Send the box to the address below by UPS or registered mail. We sure to include the "Dept #" on the outside of your package. Packages not addressed to the Dept # below or received after the date listed below will be issued our current catalog prices.

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(Price based on style/serial number)
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Model XUSOOOOX, UBOOOOOOX, SXOOOOX — $30
Serial #UYOOOOOX, UBOOOOOOX, UXOOOOOX — $70
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*The serial number can be found on the bottom of your PlayStation. If you have any questions about the serial number or how much you will receive for your PlayStation, please call BEFORE sending your system.*
Nintendo 64 — $80

*Systems must include 1 Original Control Pad, AC Adapter and AV/RF Cable. Genesis systems must include CD connection cover. Additional controllers also purchased. Defective systems will be returned at your expense ($10.00 minimum). $8.00 will be deducted for each missing or defective control pad, AC adapter or AV/RF cable.*

# N64

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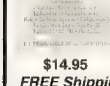


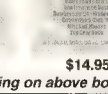


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# N64

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## Call for Items Not Listed

## No Boxes? No Instructions? No Problem!!!

We are now buying Genesis, Super Nintendo, PlayStation and Saturn games without boxes or instructions. The following are prices for cartridge/disc only.

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| Game Boy (cartridge only) | $2.00 |
| Game Gear (cartridge only) | $1.00 |
| Genesis (cartridge only) | $1.00 |
| Super Nintendo (cartridge only) | $4.00 |
| Saturn (disc only) | $2.00 |
| PlayStation (disc only) | $5.00 |
| Nintendo 64 (cartridge only) | $12.00 |

* All Nintendo 8 bit games except Super Mario, Duck Hunt, Gyromite, Hogan's Alley and other zapper gun or power pad games.

The above prices do not apply to demo discs, special offers/limited packaged games (Virtua Fighter Remix, etc.) and games that were included with systems. Miscellaneous/extra PlayStation boxes and instructions will be purchased for $.50 each. Send your Genesis, Super Nintendo, Saturn and PlayStation games without boxes or instructions to the address above.

## Strategy Guides and Hint Books

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| PlayStation Survival Guide Vol. 3 | $14.95 |
| Includes: Bushido Blade, Check Tower, Crash Bandicoot II, Madden '98, NFL Gameday '98, Oddworld: Pu#pgoo the Rupus, Resident Evil II, Tenei Crisis, Tomb Raider 2 plus Tips & Tricks for 89 games. | |
| Castlevania Official Strategy Guide | $12.95 |
| Final Fantasy VII Survival Guide | $14.95 |
| N64 Survival Guide | $14.95 |
| Includes: Cruisin' USA, Killer Instinct, Mario Kart 64, Mortal Kombat Trilogy, Pilotwings 64, Shadows of the Empire, Star Fox 64, Super Mario 64, Turok, Wave Race 64, Wayne Gretzky Hockey | |
| N64 Survival Guide Vol. II | $14.95 |
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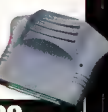

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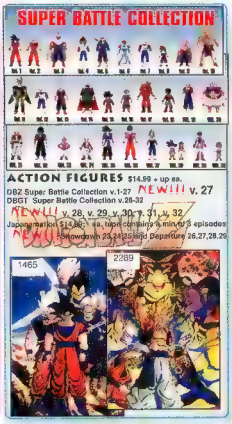


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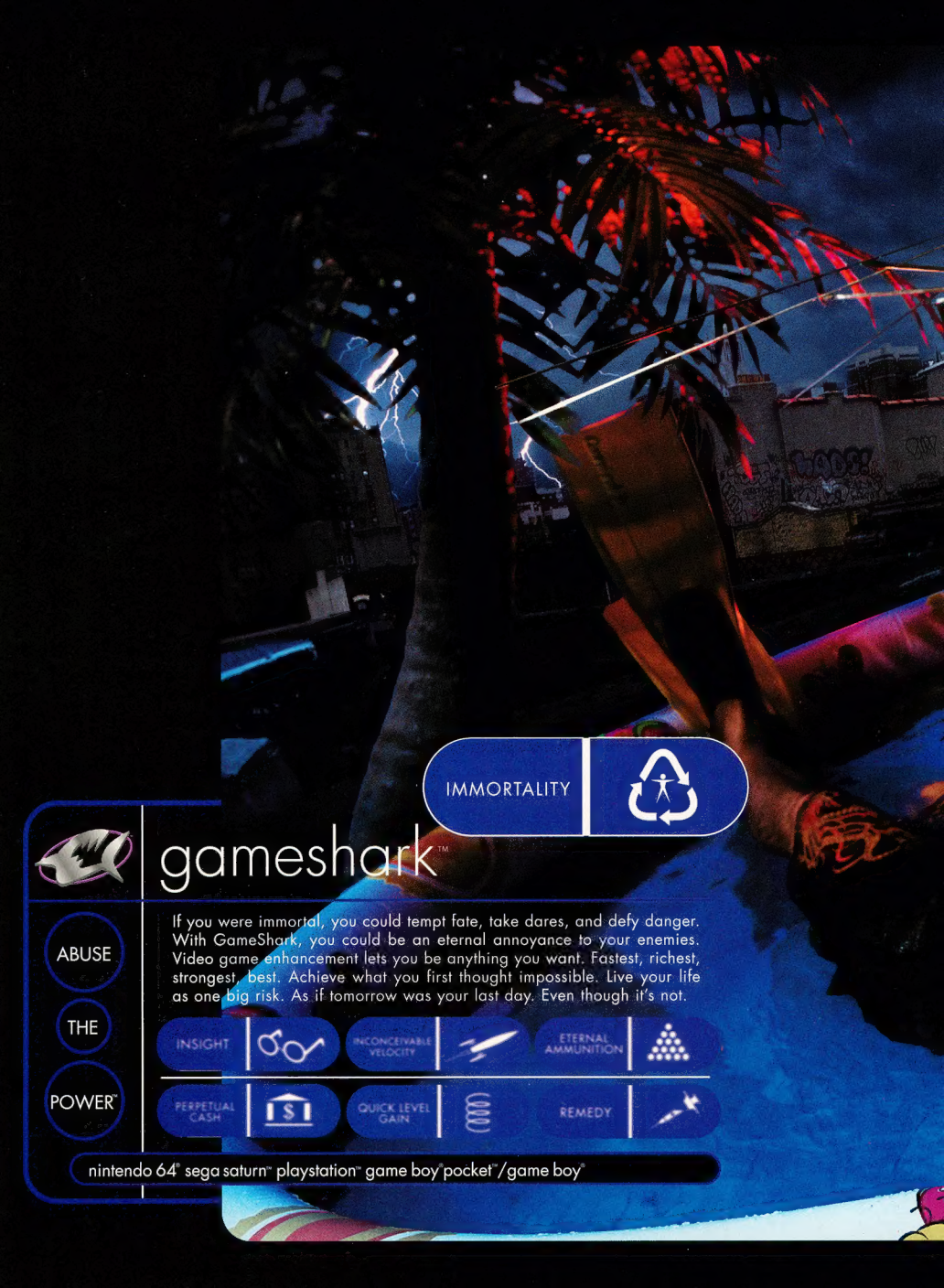
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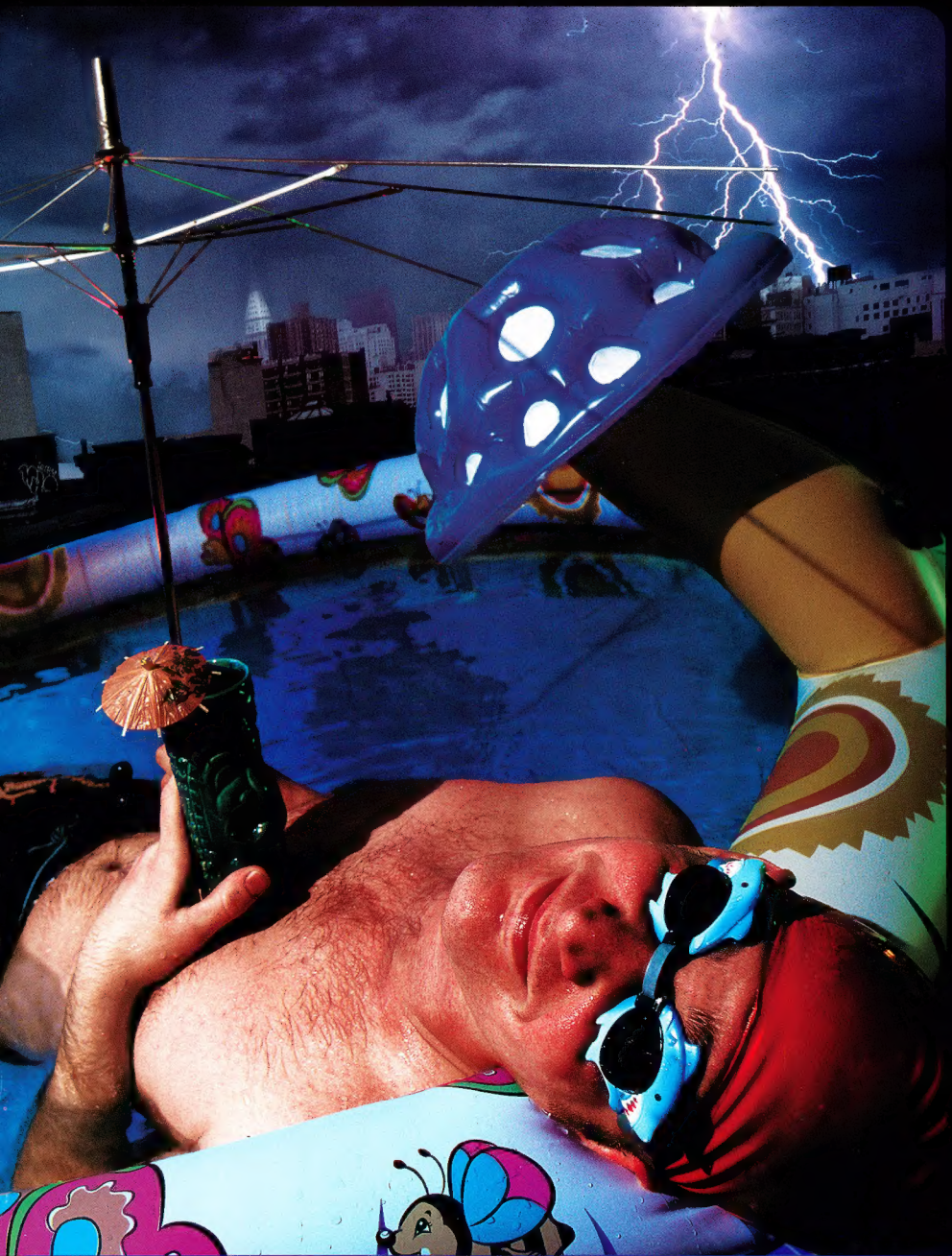

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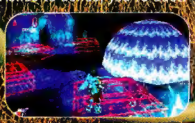

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